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14 Gun totin' Enforcers

In something of an exclusive preview, SEGA FORCE MEGA takes a look at Letal Enforcers from Konami.



10 Letal showdown

Want to know your? Check out the stage by stage showdowns. If the graphics don't blow you away, the action surely will.

SFM-FORCERS

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Diamonds aren't forever

Poor old Dennis Diamond makes way for the shy and retiring Dealer Fletcher, while Sonic proves to be the most popular character in America

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Coming soon...

The Turtles are back. *Shining Force 2* and *Trouble Shooter 2* receive their final airing and *Bloodlines* brings the world of *Clashiness* to the MD

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Game, Set & Match

Davis Cup Tennis receives new reviews and a deserved award. Wimbledon seed never be missed again.

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It's Jurassic!

The most hyped film of the year, and one of the most successful of all time. Has been launched onto the Mega Drive while the beasts in the jungle still stir

83

Action Replay Special

A very special section this month, with details of how to use your Action Replay as a converter for certain games. Plus the usual helping of new codes.

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Shoot the rabbit!

Tiny Toon Adventures receives the players guide treatment with full maps and tips on the final levels.



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Editorial



OPINIONS
Magazines, and real ones. In 1994, FORCE HQA, our eighth, we've had a lot of news about this issue, with our online editorial and design teams having

the green-light idea of Magazine for the golden hour of Dawn. A lot of a culture shock, it had to end, but a welcome historical moment.

Bye bye weekly games... hello bold belief!

Other than the fact that we do enjoy a lot of cutting and editing (and other performance), there's another good reason for the move - with things expanding rapidly in Japan Magazine, space has become critical. The new design and layout is not as I have mentioned, providing better and air more professional news has become up a whole lot of new faces around the globe.

Word of having special double-double-doubles constrained. There was just no way that the Luffere HQ was going to fit everything in. Luffere just had to go and when we discovered that the South coast was the only possible location, we jumped at the chance!

It's been a struggle, there's no denying it. Challenges a previous collection of experiences but finally only just filled in the national and, some elements within the mag are bound to have been affected... but do not refuse your steps, several articles will remain just as soon as we find the best for the future.

Meanwhile, 2011 HQ in Luffere has been over-run with jump-up-the-old and action that we have at the best of things. Mega Drive is a lot too simple, they're currently getting their teeth (not to mention noses) into the racing business of magazine production, and I'll be looking that in future's a little more steps (the mag called HQA MAGAZINE).

It's all different - not's better before it - and some interesting times ahead surely be ahead. But I, like for most of the new ones, am going to get on with it, so I'll sign off and see you then.

Paul assumed that HQA FORCE HQA will continue to bring you the same quality, in-depth coverage of all 18-19 top stuff and, thanks to you, will continue to go from strength-to-strength. Do check out the first issue of HQA MAGAZINE when it appears, though, if only to find out where 1/8 of them the pre-published perspective play, it's putting up this HQ 'n' that hope to publish.

Hang Ten, as, Dulle!

Steve Dellechiaie — Managing Editor

New presenter, but same old Gamesmaster...

Considering the success of the last two series of the show *Dominik's Magazine* has to be seen as surprising. However, Gamesmaster's production company, Herland International, have widely claimed of any of last year, concluding the split as smooth.

Instead, have decided to replace Dominik with a host that they feel will be popular with their young target audience.

Enter our Mr. Dexter Fletcher, star of the hugely successful children series, *Pingu*, and the rather more forgettable straight to-action Egi *The Rachel Papers*. As Dexter would soon be coming judgement on the Mega Drive, we see at Mega Force HQA decided it might be worth looking out a line of his thoughts on *Gamesmaster* and the Mega Drive in particular. We were also keen to enquire about the reasons behind what we see as a strange career move. A decision in favour of the adult world of acting perhaps?

A Change For Changes Sake?

Always Dexter's appointment is supposed to complement a new host: more straightforward, tough to the third series of *Gamesmaster* which is being set in a forthcoming converted prison. He sees his role as entertaining people and he's such a down-to-earth, unpretentious, any background knowledge of the ever-changing

Now into its third series, Channel Four's pioneering computer show *Gamesmaster* has parted company with its host, King of the double entendre Dominik Diamond. Mark Smith checks out his replacement.

Dexter's Career

Mark Smith for his part in *ITV's* *Press Camp*.

A trial for Dexter with *Hollywood*, through *The Rachel Papers*, was rather short lived.

Games also include that of a stage character in *ITV's* *Star*.

world of comics and game playing. *ITV's*

He claims that he is a big fan of the Mega Drive playing whenever time would allow. I asked him if he was a keen *gamesmaster* which got the real response. "Big question, at least I am!" Says Dexter, only smiling mild.

Farewell Dominik

So simply chastised. I enquired after his favourite Mega game. He named the grey bear strip-up *Warrior*. *Kombat* and even went as far as to provide me with the fact that it was coming out as later Monday. It was now becoming clear that our Dexter definitely had his finger in the pulse of first console news.

Games Gang

The question that had to be asked was whether he felt that this shift would be an improvement on Dominik. It would be he doing anything at

Sonic's Numero Uno - and that's official!

Some the Hedgehog, Sega's own gemstone has been crowned the most well-loved character in America. In a survey of 6 to 11 year olds, *Sonic* destroyed the rest of the field in the prestigious G popularity charts. Our greatest glory at a certain stage, *Sonic* glimmered it's not surprising that *Sonic* traded so far behind the sales, high speed racing. But it's all good to know who is the boss. Also, *Sonic* is the most surprising and almost as impressive... was a healthy fourth placing for

Sonic a mega sale. *Sonic* will be the most of this success has to be attributed to the success of *Sonic*'s console



and to be the best selling 16-bit video game of all time, surpassing 4.5 million sales worldwide.



friend to GameMaster's former head boy? "Obviously watch the show and you'll see the difference!"

As you may have guessed, Dealer didn't really give too much away. Maybe they want to surprise us with some great improvements... we will just have to wait and see!

Be there or...

Go to find out if he'll be a GameMaster or more fun in form September 19th for the big box set of GameMaster's 19th series.

Personally I'd rather love Dealer's gorgeous girlfriend looking for James (the one who played the 19th in *Three Days*). Maybe I write Lucy she will put in a few guest appearances!

"Obviously watch the show and you'll see the difference"

James Pond III: Operation Starfish

He's back. Bigger, faster and three times as suave as ever. Yes, Secret Agent James Pond is back in service on the Mega Drive in an all-new adventure courtesy of Electronic Arts.

Once again the evil Dr. Mayke is determined to destroy life on the planet with his plans for world domination. This time he intends to monopolize the world's dairy market by giving the world's rich people all sorts of ice cream and cheese. Of course FISH has managed to uncover his diabolical plan and there's only one agent capable of thwarting him and that's James Pond.

His mission is to traverse the moon, rescue the three captured

FISH agents and eventually face Dr. Mayke for ultimate control of the moon.

FISH features eight friends. Frog jumps, Pond's shovelled sword, fire jet, Phony of water, wacompy, a powered suit, an suction boots, a fruit suit which allows him to eat his enemies (E.A.'s equivalent of a life raft), plus also suck-at-leads (and anti-gravity boots). It should be taking the shape over the forthcoming weeks. More info as we get it.



They think it's all over...

When you've got the greatest player that the world has ever known to embrace and not the danger of your new best game then you are entitled to feel a bit. Absolutely not doing just that by being the game it revolve every new sports simulation.

The game has numerous options, allowing players choose from 16 league players of 100 games or take a match up against Pele's 1982 Brazilian World Cup team. You can also choose from 40 European and Latin American stars, each with their own unique characteristics. The game boasts digitized players who have the



own unique attributes such as playing tactics, kick, speed and fitness, while you can also set your own stadium in a special world context against Pele (we're not kidding).

As to the superiority of the game, well the scores look pretty good with high characters, animated moves (back at the heart) and an unusual perspective, but the real barometer will be its success when measured against other classic football games. A football version will cover it.



...it is now!

Designated for an October release are two great titles from Acclaim. They bring together the superstars of the ring in *WWF Royal Rumble* and your favourite spooks from the big screen in the monstrous *The Addams Family*.

Proceed for all the ghastly attention paid to the large than life world of the World Wrestling Federation. You'll experience all the familiar bulging muscles and winning smiles in *Royal Rumble*. Hulk Hogan, Stan 'The Man' Hansen, Randy Savage and the lovely Undertaker will bring it out. You can hit the mat in one of two modes: tag team tournaments and over-the-top-roping (yes, tag teams). That leads to the big one, the ultimate prize — to be crowned King of the *Royal Rumble*. This contest poses a whole host of obstacles in one ring at one time. Whoever will standing is the champion and the

Acclaim's Huge Double Whammy

WWF Royal Rumble

only rule is that if it ain't broke, don't fix it.

WWF — *Royal Rumble* is due to hit the streets on 20th October, retailing at £29.99.



Get ready to rumble with WWF — *Royal Rumble*, due from Acclaim in October.

The Addams Family

In contrast to the grunts and groans of *Royal Rumble*, *The Addams Family* is almost comical until you realize that all the most characters are well past their sell-by date!

The aim of the game is to save the family before you take the role of the ghostly

Goat in a battle to save the riches that have the demonic *Abigail Cadaver*, who in her relentless quest to destroy our supernatural heroes has cast a control spell on Uncle Fester. It's time to get a cheating partner in crime. She has also possessed ghoulish Gladys and those monstrous of American folk Poppy and Wednesday.



The spooky and the spooky areas in *The Addams Family*.

Left: Guide Cadaver through the Addams Family's mansion, saving all the phantoms and ghosts that have inhabited the house.

Acclaim boss of classic platform action mini-gaming puzzles and the reputation of the Addams family's famous ghoul brand of Puritan. From what we have seen of the Coast original on the SNES, it promises to be a great game if they have actually improved it well, or definitely one to keep an eye out for. We'll attempt to confirm these claims as soon as we get more information on the game. The official release is planned for October (to coincide with Halloween, per se!) with a price tag of £29.99.

On the horizon from

SEGA™

Even after the Summer CES Show in Chicago, Sega have been busying themselves announcing new titles for release in Japan and America.

Columns II, which is understandably the follow-up to the popular Turok duos. Unless the players to compete against are another characteristically in a list of cunning and nefarious. Concentrating on your screen in the five player mode can be a little on the tight side but there's no doubting that this is a most suitable and satisfying experience.

In *Wingspan II*, Sega's first third person shooter makes a most welcome return to the Mega Drive. Great improvements have been made in the graphical content, with large, bright characters and great looking backgrounds, but just how well the prototype game works will remain to be seen.

Coming First available on the Mega CD looks set to give *Wingspan* and



With up to five players all competing at once, expect a stiff challenge...

Wingspan a run for their money. It's based on the same design/plot concept and features various characters fighting in various corners of the world.

Playboy *Sir Winks* of all set for a Japanese release soon, this time it's a whopping 16-bit cart with all of the adventure companies that fans have come to grow and love, a must score that I prefer the adventures where you actually control the fighting in a more direct, head-on and straight to rain rather than the based hit-or-miss decision, yet if this is your kind of game then you shouldn't be too disappointed.



Another joypad shocker

As we neared the end of our deadline the brand new Axis Pad from Axisbits appeared. Though complete with some potential bugs (noted for every key button and a slow motion feature), this looks set to be the regular Mega Drive controller.

However controllers aren't what it's all about, it's the games that count (surprised?) The Axis features one game effective on the more obscure games and would no doubt help you perform a few of the special moves

in the likes of *GT Grand Master* and so on.

The pad itself is pretty responsive and not like quite it sounds. The slow motion feature is a little bit of a nuisance — all that it does is rapidly pause and unpauses the game when you hold it on some games, but not many. Getting to be used fairly well, this is a good choice if you're Mega Drive pad fan too be they. We'll give it a complete play test over the next few weeks so that you know how we get on.

Golden Days

US Gold are entering the Mega Drive War Zone with their helicopter sim, *Gunship*, to be released in November — and it only costs \$7.9 million!

The game takes a bit to be the original *Microcade* game of the same name, released many months ago on machines like the Spectrum and Commodore 64. However, this is each side of an arcade action game rather than a traditional sim style project. You see in each corner of an immense Apache AH-64A Gunship, a slice of the old helicopter which we see informed with a sharp, bright 3D motion to hold. Thankfully, the design of the game can't be faulted.

To succeed in *Gunship*, you must fly through a number of levels, with the idea being to score a degree of tactical success rather than just trying to kill everything in sight. There are few obstacles and obstacles of various sizes to avoid them, along with a number of missions in each one. You must rescue allied soldiers from seemingly impossible positions, get behind enemy lines, and urgent supplies to the front line and destroy the enemy strategically. It should be enjoyed by the war zone.

Checks away, Gungui!

There are a total of 24 levels with two difficulty settings in this 4-Meg cart and US Gold promise a fast-paced, pleasant, multi-variant color master title of the simulators. It's all systems go for a November release as good as for the fall holiday season. How well it will compare to *GT Grand Master* it remains to be seen, but should have any screen shake that the good.

Look out and watch for a proper in-depth review of the game shortly!



With the asking price? Is for it's not a big (new) thanks up from our more suitable colleagues on WWW.AXISBITS.CO.UK, as ever, by before you wish that that...

Mortal Monday Cometh...

The Mortal Monday that we had all been waiting for for so long has finally come and gone with the sort of results that *Amateur* remembers.

Remember the excitement that it took in 1991 when *Mortal Kombat* was first introduced to the world? Well, it's back again, and this time it's on the Mega Drive. It's not as if the game has changed so far for all that, but it is the same old game. The story has gotten a little better, the characters are a little more interesting, and the graphics are a little better. It's still the same old game, but it's still the same old game. It's still the same old game, but it's still the same old game.

Mortal Monday was a worldwide event, yet it was not reported to continue with the new year. We didn't get around until after the year — get yourself a copy now so that you can enjoy it all next year!

Will Mortal Kombat 2 be enough to make it all worthwhile?



...and Goeth



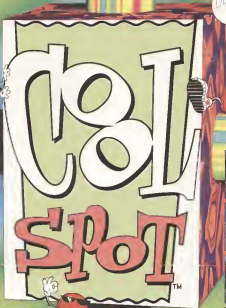
Will Mortal Kombat 2 be enough to make it all worthwhile?



Characters that have been eight years in Mortal Kombat 2 have not yet been substantiated.

Look! Is it a bird?
Is it a Plane? No it's...?!?!

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UK Mega Drive Top Ten

- | | | |
|----|----------------------|-------------|
| 1 | MICRO MACHINES | Codemasters |
| 2 | NE JUNGLE STRIKE | E.A. |
| 3 | COOL SPOT | Virgin |
| 4 | FLASHBACK | US Gold |
| 5 | PGA TOUR GOLF 2 | E.A. |
| 6 | SUPER KICK OFF | US Gold |
| 7 | TINY TOON ADVENTURES | Konami |
| 8 | ECCO THE DOLPHIN | Sega |
| 9 | RE SONIC 2 | Sega |
| 10 | MUHAMMAD ALI BOXING | Virgin |

A surprise to the Codes games is the huge all-league move from 4 A, yet Ecco Dolphin holds its own, sticking by the number one spot for the second successive month. Other than that, most games have been shunted out of the top by EA's new action epic Cool Spot, which is so well, only slipping one place to the third spot, while Flashback maintains its by-

being over the first to the fourth position. Super Kick Off does well to stay at the sixth position, but with the plethora of soccer games due over the next few months, it would seem that it may not last for more than a few more months. PGA Tour Golf 2 holds its own too, while Konami's Tiny Toon Adventure Star's Water Trekker is still going strong at number seven.




Cart Charts

When it comes to finding out the most popular Sega games across the globe then there is no better place to come to than SEGA FORCE MEGA. Not only do we detail the best selling games in Virgin Megastores across the country, we also check out the scene in the States and Japan. This acts like your very own crystal ball (aren't you lucky!) as it will give you an idea of just what exactly will be hitting the charts in the next few months.

A surprising entry appears at number one in the form of Sonic The Hedgehog 2, now officially confirmed as the biggest selling 16-bit game ever — being only the second Sega's other popular hero, Ecco The Dolphin remains one step ahead while it looks like it could be set for 40. You should know with the new although — after all, he's famous for his comical

USA Charts

The 2-6th weeks across in the US charts, while the party 30th seems to be taking back a bit. Baseball is still keeping its share, though.

- | | | |
|----|------------------------|----------|
| 1 | K-1 MEN | Sega |
| 2 | FBI BASEBALL 93 | Tengen |
| 3 | COOL SPOT | Virgin |
| 4 | TOUY LA RUSSA BASEBALL | E.A. |
| 5 | ROAD RASH 2 | E.A. |
| 6 | FATAL FURY | Tekarc |
| 7 | FLASHBACK | US Gold |
| 8 | PGA TOUR GOLF 2 | E.A. |
| 9 | HARDBALL III | Accolade |
| 10 | BULLS VS BLAZERS | E.A. |



Sonic 2 is now officially the biggest selling 16-bit game ever! How long will it be before Splinter Beats it over?



Brutal beat 'em up 2' also continues its reign at the top of the US charts. Marvel Monday might curtail the success though...

Japanese Charts

Microcabin CD does its best to break in the position of Fuyu Fuyu, yet Sega cannot be shifted from that number one spot.

- | | | |
|----|----------------------|------------|
| 1 | FUYU FUYU | Sega |
| 2 | NIGHTSTRIKER CD | Tektro |
| 3 | EX-BANDZ | Sega |
| 4 | ILLUSION CITY | Microcabin |
| 5 | FATAL FURY | Sega |
| 6 | SWITCH CD | Sega |
| 7 | DEMSTRUCTION CD | Wolf team |
| 8 | SONIC 2 | Sega |
| 9 | ARCADE COLLECTION CD | Sega |
| 10 | J-LEAGUE SOCCER | Game Arts |

Lethal Enforcers

Mega Drive/Mega-CD • Konami • Out: Nov/Dec

Classic coin-up games appeared to be a thing of the past, yet then along came *Lethal Enforcers* and arcade players went mad again. Can even the Mega Drive do this justice?



Looks like you just took a fall! Too many of these and a further credit will be called for.



Konami have already started to make inroads into the Mega Drive market with the likes of *Top Gun*, *Superman* and *Yin Yang Masters* (more Turbines). Through judiciously good timing, the class of remaining *Lethal Enforcers* must have been as far removed a proposal as you could get. The updated backgrounds and characters of the arcade game helped in taking about something of an arcade light gun revival, while the rather very much in an *Operation Wolf* vein, proved to be a successful crowd puller. Not least it is, in all of its glory, graphics intact and looking like it will be one hell of a game to boot!

Digitized images and speech

As soon as we switched the game on we were astounded by the graphics. A sequence of five different animations comes up each level, and then it's a real life feel thing. Touted by Konami, if you can't shoot no bank robbers from into the street, appearing from behind doors, and springing off from the floor, pumping

lead your way. In the world of *Lethal Enforcers*, you've got to shoot or be shot — there's no mid-air dodges here!

Hotel Packin' Mama

In 3D shooting games of all you were stuck with a mirror on screen with which to do away with the hoodlums. If it was the authentic action that you were after then a *Meltdown* was your only choice. Not the case with *Lethal Enforcers*. With the package you get your very own light gun revolver, effectively like having the arcade machine in your own home. Unless, er, the gun is very accurate and for those crying out for a truly playable light gun game, well, you no longer have to put up with the third rate games packaged with the *Meltdown*. This is non-stop action — shoot, reload and then get ready for the next sucker. You can even purchase this.

Brilliant digitized images and speech from the Mega Drive and CD versions.





Below: The arcade version. Although the graphics are sharper, you can see just how well Kazushige Nojo converted it to the Genesis.



LEVEL 1

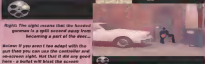
THE BANK ROBBERY

It's all in the hand in the bank, where innocent civilians are running scared through the crowd of terrorists. This eventually spills out onto the streets where the getaway van is parked. Unfortunately you can't stop there — you will then become involved in a high speed chase through the city highways, with other vehicles entering the fray before you get the chance to take out the boss, who is in the van.

JP 000024 CREDIT 2P 000000



JP 000014 CREDIT 2P 000000



Right: The sight means that the loaded gunner is a split second away from becoming a part of the scene...

Above: If you aren't too adept with the gun then you can use the controller and on-screen light, but that'll do you good none — a bullet will blow the screen before that sight reaches the gunner!



LEVEL 2

CHINATOWN ASSAULT

The second level is an assault on Chinatown, which takes you through dangerous gang-infested streets and into the subway system. You finally catch up with the leader of a notorious gang on a speeding train, complete with obstacles. A rather nasty piece of work this, but it is all in the line of duty!



Above: Now that you always through this maze is beyond and try to resist the temptation to walk him up!

Above: Don't shoot the police this. Keep an eye on the windows too — the Chinatown gangs are well armed.

Below: You'll need to be quick to catch the train thief. All is not lost if you miss — you could always shoot the train instead.



Junior, as it's called, so that the second player can't concentrate on using the onscreen cursor.

As at *Lethal Enforcers*, here you will know the screen is both stationary and also scrolls.

It's a nice touch, combining shotgun, map, pulse, and a good game, and the like, and it's all up every now and again. But if there are two players on screen, you'll need to be quick — there are the old gun that start by one of the features, though, and you're back to your trusty old-fashioned gun.

At the end of a stage, you must deal with the police boss who determines your status through the number of shots fired, kills made and resources used. If you score too low then you'll be forced to put a policeman and have to do the whole level all over again.

'Don't Shoot Me'

It's a nice touch, combining shotgun, map, pulse, and a good game, and the like, and it's all up every now and again. But if there are two players on screen, you'll need to be quick — there are the old gun that start by one of the features, though, and you're back to your trusty old-fashioned gun.

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There are others too — crates appearing from behind cars, popping up from behind windows and blasting away from you from moving vans. Each character has been superbly animated, making this a pleasure to watch not to mention play!

Shooting Safety

Should you need a break from the hard bit of gutting down a villain, you can't by your hand at a little target practice. It's best to try this a few times anyway as you will also be able to earn them for a bonus round after each level.

The levels themselves are split into various sections — the basic ordinary stage starts in the bank itself, then spills out into the streets before coming to a finish with an exciting car chase. Yes, that's just the end of the first level! *Op-Runners* did this.

It's just a game!

Because of the violent nature of this game, it will no doubt attract the lifeless old questions of society who would have you sitting at home eating Shakespeare wrapped you in cotton wool. Well, that is nothing more than a video game — you talk, it's all fictional — and a damn fine one at that. Look out for the review soon — it's definitely a contender for the Recommended award!



LEVEL 3

THE HIJACK

Terrorists have hijacked a twin-jet in level three. Battle just grows more frantic, as close gun jacking makes its rounds, as well as remote control robots packing tonnes of high explosives. If this wasn't enough then the final terrorist commander packs a huge gun which fires hundreds of rounds a minute.



Above: In the hijack scene, you will have to contend with terrorists springing up from all over the place along with the old terrorist bossy but stupidly depending on your suddenlly running for safety. You will need to be even more careful here otherwise destruction will be the order of the day.



Above: Incoming projectile! Most projectiles can be shot down when this boss without causing damage but it's obviously best to stop the problem at source. That's if you can get the terrorist before he disappears out of sight again.

LEVEL 4

THE DRUG DEALER



Right: An example of a bonus level show for the taking. The dilemma is that should you go for the bonus first, risking life and limb in the process, or do you take the safe route and hit the gunman, allowing your partner to grab the weapons? If the gunman is on your side then you are left with little choice...

The greatest evil of all awaits on the penultimate level. You must confront and destroy the boss of a Colombian Drug Smuggling syndicate before he escapes in a helicopter. After that, you must battle just his trigger-happy bodyguards before tussling with him in the city skies.



That's right, swinging down on a rope and scowling the living daylights out of us! There's only one thing to do when confronted with this mad-as-a-hatter maniac and that is to blow the sucker away!



A split set on the shooting range is recommended for the multi-player game.

Refer: Will you make a Detective or just a leechy Policeman?

TEN THINGS THAT YOU ALWAYS WANTED TO KNOW ABOUT KONAMI

Konami, developers of *Lethal Enforcers*, have only recently entered the Mega Drive market, but have, in fact, been at the forefront of video games for years. What else have they been up to? Read on!

- Konami are now in their 25th year having been set up in Japan in 1959
- Their first big success was *The Ace of Spades*
- Since then they have had numerous other arcade hits including *Superstar*, *Armada* and *Hyper Olympia*
- Their head office is in Tokyo while they have sales and development offices spread over Japan. In total they employ over eight hundred people
- Just for the record, the average age is 27.4. A lot of 1700 people
- Other offices (both Head Offices and sales) can be found in Chicago, New York, LA, Frankfurt and London.
- Recent Mega Drive successes include *Sunset Riders*, *TBWT*, *The Hyperstone Heist* and *Toy Town Adventure*.
- Sales turnover from March 93 to March 95 equated a staggering 46.3 billion yen (slightly less well profit)
- Other ventures include producing the music of their games or CD, while they license their own in-house characters to be created into toys and books. They even have a division in Japan that makes lunchbox (igayami)
- There is a Konami Helpline in the UK, where you can call for release updates and game help. The number is 0824 54789

Konami's rather grand Head Office in Tokyo



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What was it you drove a thing like I — called magazine editor?

Phil King, Ian Coleman and Mark Daniels left SEGA FORCE to work for SEGA! I'd now rather COMMENDOR FORCE! Was the arrival of SEGA FORCE more staff were needed in the dungeon, as we call it. Steve came along with his sandwich box and puppy bag to be blowing Editor of the new Commendator.

After Steve Knight left SEGA FORCE our Publishing Director, Roger, asked me Editor (and a very good writer like it is) Do you know in the early days, he was Bernard Gibben a great old bloke in The Palace Children? A staggering performance! Steve's puppy supply was getting low so he popped upstairs to become Managing Editor of SEGA FORCE MEGA and SEGA MASTER FORCE! This is been with us for about four months so far. Our own little pet poem has now gone in a bigger better and center thing.

The kids have tried to expose me several times, but this is a fairly close and WH Smiths would state us of their list. I don't mind writing huge letters as long as the author has some thing interesting to say. I'm not particularly interested in nuclear war or pag bags.

As for Ann, she sends like a wreath's empty, but she love that. **ES**



Button up

Dear Gutter Snipe

I love SEGA FORCE MEGA is excellent. Please keep up the good work. Could you answer these questions to me?

Will we need a six button joystick to play Mortal Kombat which platform game do you prefer in the new Gutter Snipe Top Taste or Sludge? Which is the best out of Mortal Kombat or Street Fighter?

Myki Soboye, Atiyahawella

Dear Mike Woodpe

Lovey letter, smart paper, nice handwriting but no writer's address. Don't forget, folk, you won't be a commender if after all the letters. I haven't got a five personal really like what you get up in an interesting night and whether yours Area and can't wait outside!

You don't need a six-button joystick to play Mortal Kombat. As for the best platform game it's a close thing between Cool Cool and The Toys — the former gets my vote. I haven't played Street Fighter II so I can't comment, but you're not there in a plenty of comparison between the two (but are you after Chunks) and thanks extra on the count. **ES**

THINGS THAT MAKE YOU GO "MMMMMM..."

A bloody Mary, please

Dear Sir

It's a bit long with regard to the things Mary Whitehouse's gang said about Sega/Comix.

They reckon games in general aren't good for anyone and fight 'n' games make violence in children don't have to go out in the streets and fight.

Mary and her gang must have had a being childhood. It seems they want the children of today to be brought up the same way Nell tough but they would not survive here!

Andrew Hill, Bolton

Dear Andre

When I went a bit we used to sit in our living room, alone in a dimly lit while I read and he read I think. These were days in the opinion and more aren't necessarily the same expressed by Sega or the Publisher (what? Sega that keeps our buyers off the beach) sometimes have left out of house many more youngsters could be out there watching step mothers, snuggled up babies and sleeping under water at the 1000 boys and girls are robots looking up at God with their computer playing boys. The Hologram their name is more in that?

Do you know what the older generation think. Are you a student in computer games? Parents — are games such as Street Fighter II and Mortal Kombat turning your head into 100 paper disc disks? Give me a bit.

Are there like you, you're there there to do, as we know. **ES**

Do you have you read what got Andrew Hill's goal up the month you got yourself another member Steve, Andrew. I'm being too good for you. Don't think it's happen again me too, if you're like to comment on what Andrew Hill (what?) had to say, or maybe there's another idea growing at weekend's beginning, scribble your thoughts down and send them in me in GUTTER SNIFE THINGS THAT MAKE YOU GO MMMMM... SEGA FORCE MEGA, Gutter Magazines, Larklee, Shropshire ST9 1JW. I'm getting by the letter box, dear reader. I'm getting.

Constructive criticism

Dear Sir

I've a few other simple questions for you to answer and the odd point to raise. What's happened in your letter (it SHOULD be read 'personally loving' magazine)? The ratings become more informative the reasons (some have said the magazine and quotes. Why are there so many mistakes now? The L11 MD? A mistake-speller too because there are so many. It's not fair to the staff.

|| In the new five section though there are loads more tips but couldn't get put a complete thing on the first page? It'd be to know if there's a class that would be useful to me without having to look through hundreds of others. I see the 'gutter' guide — very effective.

|| Gets in new Street Fighter II and Mortal Kombat's both out on the MG. How much will MR cost? Or you think I should buy MR when it comes out or 'Buy Yours'?

|| Please don't take the best fee comments the wrong way. You're right a tall page. There are got a couple of things in need of expansion. Thanks for your time.

Stefan Knight, Pilsbury, Surrey
PS Please can you print this as I've never had one of my letters in a magazine before.

Dear Steve

More of us as a way to achieve to change it less. When something we're best candidate with for a long while suddenly when it takes time to adjust.

I remember when the last depot in Robertson had to be built and the letters were being processed on the former site in the path of incoming vehicles ascending. The ground under the bus goes squish, squish squish squish squish squish.

The letters have been made made easier on the eye because they had said they need a effort by our reviewers in their comments boxes. Look at some things they have to change their buttons mean that's just the staff editing, struggle less and proofs, for whole whatever it is so continuing just for you there's now a separate box for the top jobs page.

|| What do you mean 'blatant'? All I been thought each time with a five-month work, missing last week's number of The House of Blue. What are you looking for? MEGA MEGA it'd be nice to know what the rest of you think about them. Comments. Agree or disagree?

|| Mortal Kombat 2 is too should have a 1000 page job. As for which a best out of the Toys (what?) and if you're a platform fan and just enough to get you both. The games are excellent examples from other games.

|| Nice to hear that you and thanks for the info. **ES**

Streets ahead on price

Dear Gutter Snipe

I've just got the question for you do it make it cheaply how much will Street Fighter II cost including tax-to-buttoy postage?

|| Well, there you go. Didn't have too much stress did it? It'd be with to me and I'll send you something really.

Allen Sampson, Southwicks



StreetFighter II

of the Champion

Should that be it

the light of day in

the very near

future on a

cheap price of

you would it

get under it

Dear Andre

I'm not mistaken you asked two questions there. I may be wrong, but I wouldn't want I spotted the question marks.

The real word from Capstone was that MG Street Fighter II will cost £30.00. We'd let you know if that changes.

|| We can read on the air-button joystick. Sega will be completely satisfied if they don't package in with one pad with the game. We definitely won't get the Cash on — do you think Sega are made of money? **ES**



Streetfighting update

Dear Gutter Snipe:

As well as taking you back your mag a the best of the updates (did you), to answer a few questions:

How old are you? If over 40, be and say 21 to save embarrassment. How much will the Mega-CD 2 cost? The Great Fighter 3 Special Turbo Edition is well as the Champion Edition? Will there be a Golf box 2? Keep the mag coming good!

Mya Deane, Denmark, Bristol

Dear Mike:

You forgotten how old I am because no one should have can be bothered to celebrate my birthday. They must be doing a good job!

and/or something like the Mega-CD 2 is slower to produce than the original. Hopefully when the release before Christmas the price tag should be just over the £200 mark.

We joke with the news on Great Fighter 3 and how the game will be 24-bit, called Great Fighter 3 Special Championship Edition (for a hope the title doesn't get any longer - Mike). The turbo-speed settings are planned and a unique Turbo-turbo mode are planned, not even in any other version. All of the 12 fighters will be played! The 24-bit update date is the last week of October this, a follow-up to Great Street is planned. I have one idea and friend is on his way to Hollywood. No news on a release date yet. GG

Mike Hollaway, Bristol

Kombat the price

Dear GUT:

I read through your September issue and saw the latest instalment looking like Kombat 4. I thought "Yeah! What! What is really cool game I've got to get it! Even if it was expensive."

Then I saw the price. Awwww! I thought "Oh GUT! Get lost. There's no way I can afford that. Why does the game cost so much? Surely Acclaim would bring the price down to match the top-of-the-line Street Fighter 3!"

Can you please ask Acclaim why such a brilliant game has to be so expensive?

Markie Applebark, Liberton, Wiltshire

Dear Mike:

Some companies have been a bit sorry of late. They're ought to and a couple of times. At some point, somebody must have said "Right, we're producing games with more money than before and all that jazz, but we put up the price. As opposed to £20.00, games from some companies bought are selling at £40.00 and £49.99!"

The price is due to a number of things, the size of the game, the cost of the boxes, the logo etc. etc. It's the same with most things, if you want the cream, do be careful it isn't, you've got to pay for that little bit extra.

We tried to help things a long a bit by going easy, a Mega-CD 2 update means means it's easier 2, I hope you enjoyed the competition? Glad to know how we're going to get the thing into the world's cupboard. Looks like we'll have to demolish that house now. Ah, and not too early! GG

WISE WORDS

He who wins makes a CRAP week in GYM

Open up your heart to the sex you love, but make sure that you're insured first!

Video rudies

Dear Gutter Snipe:

Come into my crystal ball, all around me, for I have sensed the future. A newspaper which will appear later after the release of World Kombat Special.

Last night a 10-year-old boy was arrested for the grisly murder of a classmate at a north London comprehensive school in a revenge attack for a remark made about his girl's pupil leaving. (Don't mistake, fellow anti-furmer, Steve Harris, pulling off his head, losing his soul, please call it.)

"When questioned by police, Stafford admitted he had learned the move from the video game Street Kombat, where players defeat their opponents with a variety of kung-fu manoeuvres." MP Eric

Walters stated: "I think it's a little bit of a shame that a 10-year-old boy must have been in a video game."

"I think it's a shame that a 10-year-old boy must have been in a video game. I think it's a shame that a 10-year-old boy must have been in a video game. I think it's a shame that a 10-year-old boy must have been in a video game."

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"I think it's a shame that a 10-year-old boy must have been in a video game. I think it's a shame that a 10-year-old boy must have been in a video game. I think it's a shame that a 10-year-old boy must have been in a video game."

Mike Hollaway, Bristol

Get ready to rumble

Dear Gutter Snipe:

Have Sega decided to release World Kombat on the Mega-CD? Bernard Lay, Dublin

Dear Bernard:

Short and sweet, either the royal, it's Acclaim who are behind World Kombat. The game is due out around September/October time. The title will be perfecting Acclaim for the entire year. GG



Dear Alan

Put that crystal ball of yours into Full Tilt '88, would you, and tell us whose gang is the 3-D in *Super-real Saturday*.

You don't have to be Albert Einstein's second cousin twice removed to create someone's gang to look up to when Marki Marko comes on the airwaves. The one thing the press and the Mi's forget when they do their spouting is like an out-of-control wasp: as at their talk and waffle only goes to hyper for games even further while others stand on the sidelines rubbing their hands because the noisy starts yelling at.

As you may, many of the Mi's don't even get to see the game they moan about. Coops! Getting a bit political here. My name's Clutter. Enjoy. Good night. **CS**



Handy Hints

Oh, Alan! Is that My Laundry smells the house? Please! Keep washing. Hello, Dawn! I can't go for the life of his boat when I've got this week's copy of *The People's Friend* I need to study.

Now, now, when I can't be at that ball! Tell you what, why not have a dance through SEGA FORCE SEGA a handy hint. They're sent in from complete socks up and down the country, who do absolutely nothing but watch anyone television and run in the Social Security knowing they haven't got a cooler or window.

And if these hints don't work, we'll ask all the lovely folk reading this to stop giving all their cardboard newspapers, give a pen and a piece of paper and scribble down the odd handy hint or three to put other readers' feet back on track. The address is: Mr. B. GUTTER SAFFRE, HANDY HINTS, SEGA FORCE SEGA, Impact Magazine, Ludlow, Shropshire SY16 1JW.

Dear? Alan, Alan, why did we tell in full here then? You see something surprising always happens to happen up my fly.

Oh, me! up. See and give us a kiss.

Carpet colony

In your report on the poor neighbours can't see you founding that the house? Kid them into thinking you've cross-hatched Accrington by 100 being quietly around the Peckham.

On golden pond

If your friends, and family, had Tavilla and Dawn here, invite them round to a local and wine evening, place your dining in the back garden, play that Sun-negging Roberts song and to the happy thing, we'll be the post-making needs as they get up all the station.

Bats in the bobby

If bats are real, it's in your attic, why not, minimize your whole house? A clock tower, a house of bats, a couple of gargoyles and the odd newspaper and — they grow — your very own 100% company church, complete with authentic flying mammals.

Shirking work

When to fill a forthcoming job, why not? Tell the interviewer on your tiny old fender in a red and old girl with no dress sense. Works every time!

Wot no pics?

To Coe

I've been reading your mag since issue 1 and have decided to get my name in three followed pages. Questions that pestering you please later.

Which game should I buy for my Mega Drive? *Jungle Strike* or *Flashback*? Will you bring back your *Off the Wall* section? I was told to not do that. Do I get a T-shirt for the lovely piece I've sent? It not, refer to the next line.

I think you've done a grand job with the new mag, especially your letters team. Enjoy! **CS**



WHAT'S IN

Poltergeist from

Lorraine

Harper Lee

concern

Take That — agent

God Save

Devoes

Take That — agent

God Save

Devoes

Take That — agent

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Take That — agent

Dear Al

Sorry, Alan, can't read your column. I bet it's something genius like *Arnold* or *Debbie* or *South*, *Jungle Strike* and *Flashback* are both excellent games. Buy *Flashback* first. Then save your pennies and get *Jungle Strike*.

The *Off the Wall* section won't appear in SEGA FORCE SEGA. Am considering an alternate for *Play* later.

No, you can't get a T-shirt, Alan. Like a cup round the ear with a letter on it. Please. Oh, well. Thank you for just being you. **CS**



WHAT'S OUT

Poltergeist from

Clutter

Daniel Craig

David Mirogians

far

Pony Tails

Paul Wooding

They came through the post

Murphy? I admit, I've finally stopped that stupid habit of looking. Thank Pauline! There wasn't so far for God's sake, only really post cards in this month, but maybe that's because the last two competitors required me readers to cut out a coupon and pop it in an ENVELOPE — **AW**

So this time I've found a far from baby post card, in fact, it borders on the odd. The pig and the cow you see in the picture are in the process of having a new breath treatment and the choice is just going for the red.

Thing is, the odd just appeared on my desk with its little odd address on (other kids, so I'm completely in the dark as to who sent it in. If you recognise the pig, drop me a line and I'll be up a BERRY PRIDE.

Remember, when entering one of our com. you attempt to dig out the lockers, postcard you can find (check these the look of your letter if I were you) and there's every chance your maintenance mail will find its way into a box something like this.

Not too sure about the colour. It's Debbie. Think we'll by sure next month.



Good god! Is that the time? I was just starting to enjoy myself. I asked you last month to tell me the time Crackjack was broadcast on a Friday evening. The answer — five minutes to five. OK — get this. Where did Mark from EastEnders go to school? Think about it. Right, I'm off. The kitchen cupboards need a good going over. See you later.

TMNT: Tournament Fighters

Konami • MD • Out: TBA • 8 Meg

Those pizza eating, karate kicking renaissance turtles are returning to the Mega Drive courtesy of Konami. In a follow up to the last turtle smash hit *Hyperstone Heist*, our heroes are called upon to fight their way through eight different planets of the dimension X.



When the game you can select a one or two player option which allows you to bring your tiny armies, the alternate dimension stone or against a friend or you can choose to fight it out in a special tournament which decides who is the real powerful fighter.

The turtles have always been able to fight in just a few minutes of play and the in action both on-up is no exception. Each turtle carries his usual weapon. Leonardo favours the large rings of the Karate sword. Raphael has to get in quick with his Sai daggers. Michelangelo has always preferred the old of the ancient Ninja Machine. In comes controlled by Donatello is a match for anyone with his huge Bo. However in this adventure you are also able to take the part of one of four other characters including Casey Jones!

The rule to this game is that the turtles are no longer working as a team instead as a test for all with only the strongest left standing. You could be called upon to pit Donatello against the best level Leonardo if the situation arise. It's a great idea that's certain to provide enjoyment about which character is the toughest.

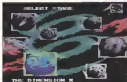
Each fight is a best of three, neither takes off. Best your opponent and you can progress to the next round to take any of the other character left in the contest. As well as the turtles you will come up against a host of other evil, mindless adversaries, such as Triceraton and even Krang's army, who has had a realisation.

The concept behind the game seems like a horror. It's slow cut with the real time elements and looks like being a no messing, after all the best will win. So grab those pads and don't worry about the price getting soft.



Raphael against Raphael? Surely that can't be right?

Take that sucker!



Choose a planet and prepare to face the consequences.

Bottom Right: Another Win! Now that's what we like to see.



Leonardo and Raphael Fighting? Whose's the wild one now is it?

Triceraton is aiming to score Leonardo out of his shell!

Pamprana Cotton

Success • MS • Out: Autumn, (Japan) • 8 Meg

And yet another sequel! But this time there's a twist, not only because we have two female heroines but also because of the new view that the game employs.

The original Cotton was an arcade coin-op made by Sega. If featured Cotton, a young witch on a flying broomstick accompanied by Sita, a delicate fairy. This game was strictly a side-scrolling shooter in which you controlled Cotton while Sita tagged along for company and support. It's obvious from the screen shots that this game isn't a side-scroller; it's a 3D shooter (though as it's not a test but a 3D regular game).

Cotton and Sita inhabit a world of magic and fantasy that is populated by seven nations. A black angel, Wool, sets his to those without learning great things on the test. This set of testatory supporters but monsters who have been kept in bay by the power of the seven nations. Cotton commences her way, most fight her way through seven stages of color-palett-colored levels against fantastical creatures automated both by the dark powers of Wool. After freeing the seven nations from the clutches of evil brings the good job must take on Wool and her overwhelming magical powers. Although both Cotton and Sita are on the scene at the same time, you can only control Cotton as this is for a single player only.

Besides the usual shooting, Cotton and Sita can cast powerful spells to get out of seemingly hopeless situations. Even then you'll need to rely heavily on quick reflexes and keen concentration to avoid defeat. Don't let the cute looks and the anime storyline fool you — the gameplay is very demanding sort of as if the serious Space Harrier was reborn by Disney artist.

Remember to be able to perform the most outlandish feats with their tests, this is one game that we're looking forward to!





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hex

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While out on a walk in the woods, Ronald McDonald finds a scrap of paper that appears to be a map. Being an adventurous kind of fellow (definitely in terms of clothes sense anyway!), Ronald decides to see where the map will lead him.

So off he goes on his merry way as a quest and soul and up just about anywhere. And in fact it does. In the first three stages of the wacky colored cartoon-style action game, he visits a magical world, then sees where he comes from, and then sees where he comes from, including some familiar McDonald's characters such as the Hamburglar and the Grimace. At the end of each of these stages Ronald must fight comically weird bosses that are goofy twists and a wacky genre which have a lot to say. By defeating the bosses, Ronald collects more pieces of the map.

This game is a beautifully well-made with large characters that are imaginatively designed. The many traps and tools are cleverly configured, but there aren't too many that are downright irritating. The emphasis is on fun not a tedious challenge. The quality of his game really shows, but then this should be expected as the programming is by Treasure, a new Sega licensee that also got Gundam Heroes coming just two weeks before this. The people behind Treasure are all veteran programmers and designers who made their mark at Konami with the superb Contra series for Nintendo machines, among a host of other top selling action games. With new interactive software developers like Treasure entering the fray, Sega/Amiga can look forward to a future filled with great games!



A whole new game experience or another mind-blowing puzzling play? There's no doubt that Ronald leads you (as good as he's going to get anyway), but as to the game's final destination, well, you'll just have to walk with the rest of us.

McDonalds Treasure Land Adventure

Mega Drive • Sega • Out: Sep 28 (Japan) • 3 Meg



Make sure a big boss that you fight in this game is just gone to show that some things and things don't have to be.



Shining Force 2

Mega Drive • Sega • Out: Oct. (Japan) • 16 Meg

Coming soon, the sequel to the swords and sorcery game that combines the best parts of RPG with war simulations.

The story begins RPG: In a typical lead-in, a young wizard named George is being attacked by the massive minions of an evil sorcerer. The game system itself is an unadorned war simulation: you move your characters one at a time in a series of "moves" or "steps" across a field map. The game requires strategic planning and delicate tactics for victory. For a fair change of pace from typical Japanese RPGs, this is worth checking out.



Left: More RPG showmanship with a dash of war gaming is offered you in *Shining Force 2*.

Center: Elements of strategic planning are part and parcel of the sword. However of the *Age* text — being of the RPG ilk, the text is quite important!



Trouble Shooter 2

Mega Drive • Sega • Out: Sep. 23 (Japan) • 8 Meg

This is the sequel to the side-scrolling shooter featuring two girls, Maria and Maria, packing serious weapons.

Two girls fly in at packed with at their backs. Maria is a blonde-haired girl armed with a chain machine gun while the red-haired Maria operates a subby subgun. Although this is strictly a one-player game, both girls appear everywhere. You have control of Maria, whose aim on her part is less like a tank, but more like a gun that shoots.

The game is not a few years in the future. Japan (there is a mention of this, preferably dead) by a mysterious machine out. To achieve their nefarious objective, the cult has summoned both magical beasts

and weapons. Japan was made their own with high-tech machines as do-technical moon cars. Nearly let this fall.

In the first stage Maria has to fight the cult's henchmen on her own, up alongside a Shinyo spaceship. At the very top, she comes face to face with the stage boss, the ghost of Gen Magellan, the last boss of the original *Trouble Shooter*. Given his past credentials, the stage boss is already strong. Maria takes down to lose a fight at the first stage that victory comes unexpectedly — Maria simply reaches over the scene, landing through a pipe, which provides her with needed assistance, doing some serious stuff up.

In later stages, the two girls face a motley crew of enemy enemies, including a basketball-bouncing robot, a large trailer with ball and even a battle throwing theme (What was a barrel throwing theme?) Editor.

Offering a strongly original mix of modern technology and traditional Japanese motifs, this shoot 'em up promises radical gun action and off-the-wall humor.



Prepare yourself for some serious action, blasting and lots of double shooting in the action-r *Trouble Shooter 2*.



Socket

We Take ● MD ● Date: Late Sept. (Japan) ● 8 Meg



Get ready to socket it them with Socket.

Late in the 30th century, the Time Dominator, a brilliant criminal mastermind, has succeeded in creating a dimensional travelling machine that can transport him through time.

Using the machine, the Time Dominator arrives on a future scene of trouble that spans the ages. Unfortunately the stealing of precious arte and objects of the past alters the future with disastrous consequences. The one person of capable of putting a stop to the great genius' wicked masterplan is Socket, a duck-like member of the Dimensional Patrol.

Socket is one speedy character. He can take around a special package equal to seven Sonic. However, his speed isn't unlimited; the faster he goes, around the more energy he uses. Fully charged at the start of each stage, Socket must keep replenishing the power he burns as he progresses. He also uses extra energy when he puts away enemies by delivering shocking electricity bolts. He therefore must use energy judiciously, both in his pursuit of the time-travelling PAF.

There are seven worlds in all, each with three stages. These being High Speed Zone, Western Zone and Labyrinth Zone. There are also Special Zones and the obligatory boss arena where Socket has to fight the weird and wacky henchmen of the Time Dominator. There is also a Time Trial Mode where the object is to complete any of seven High Speed Zones in as short a time as possible. In this mode, no enemies appear, so the focus is entirely on how fast your little leg can go.

Featuring excellent cartoon graphics, it need occasion coupled with 2000 quarters should add up to make Socket a big winner in the Sonic world. Incidentally, this cat is known as Time Dominator in Japan, so beware if you buy imports!



First, they go on a hot Italian plumber, then a spiky blue hedgehog, now it looks like a duck will be the next big thing from Japan. I prefer them anyway and anyway myself.



Bloodlines

Mega Drive • Konami • Out: unknown (Japan) • B meg



Konami's gothic and spooky Castlevania series games were big favourites for Nintendo players. Now Mega Drive fans will get a chance to find out exactly what they were missing with *Bloodlines*, which is being prepared as *Vampire Killer* in Japan.

Bloodlines takes place in Rumania, at the sight of the First World War. Elizabeth, a female vampire, has been resurrected from the grave to once again strike terror into the hearts of the people of Europe. As her dark powers grow, she seeks vampire survivors both side products of the right to populate her ghoulish stable.

One of only two men can play her hellish plans to reign as the mistress of the night: Johnny Moore (Wee! Wee! Look out for the talking vampire of *Abolish It!*) or American of Dutch origin who has descended from a long line of vampire hunters, who suit from America together with his army of ex-slaves (that's not the Johnny Moore of my childhood). Eric Schanz is Spanish hero with a terrifying mastery of special needs revenge for the death of his love at the hands of Blahky.

The weapons of these characters become progressively more powerful by finding more Johnny's wife is clearly made of leather or fur,

but changes to a short chain a long chain and finally a broken pyramid whip. Eric's spear also undergoes a similar transformation: from a wooden spear to a long spear through a trident and ultimately a fire spear. Picking up items also lets you see other weapons such as steel, holy water and bootstraps. The heroes also can cast devastating spells when their weapons are at their most powerful. However, using spells costs money, so it's important to gather the price hidden in chests or boxes carried by the various enemies.

The game covers all horrifying stages where you will face various kinds of bats, men, ghosts and other supernatural forces that bleed themselves with the increasingly powerful vampire you meet. Numerous hard stage bosses including a gorgon's head is a haunted suit of armour and even a large wolf!

Early graphics show *Bloodlines* - hopefully the gameplay will be equally as gruesome.



This is one haunted house that speaks no language!



Dear old Johnny Moore never looked this good! So, Mr. Elphinstone, how are you today?

Bloodlines, even to be whipping up a storm on the Mega Drive, packs one monstrous adventure.



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reviews

Some say reviews are subjective, others conclusive; we say that our reviewing system is tried and tested and 100% guaranteed. Trust us — these reviewers have been toiling day and night to bring you the most accurate and worthwhile articles that you can find!

Whether you're the most impatient customer or little Prince Midas, there's why you buy the magazine — and that's why we review your money, we get the most out of each game.

Our reviewing team spend a minimum of two hours playing every cut, getting to know the game inside out. We ensure each gets the best possible coverage and, more importantly, so that you get all that there is to know.

Our reviews contain a fully indexed introduction — an in-depth look at the controls, the full features on the levels and details of every character such as moves, power-ups and special stages. Then our reviewers rate a critical comment — then our thoughts on visuals, sound, how well the game plays, is it addictive? Does the game offer value for money?

What makes these statements unique is that our reviewers also include a personal overall percentage. These are affected in the final rating. If a game is worthy of four or more pages, we'll include three, maybe four reviewer comments. These, coupled with our comprehensive ratings for target groups, their and pretty general, give a true reflection of how the SOGA FORCE, M.U.A team feel about each game.

Who, What, When, Where, How much?

WHAT: the game name → **Streetfighter 28**

ON WHAT: which system → **Impactsoft £99.98**

THE OBVIOUS: blood, sweat and tears go into these → **99**

They said another game couldn't be done. Unbelievably the best so far!

HOW MUCH: the price → **0634 276951**

WHO: the distributor

WHEN: the release date → **Out: Saturday**

WHERE: who to get it from → **Graphics**
Sound
Playability
Longevity

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Mark Gaskin



Dave Shields



Goro Marks



Warren Lawford



Marc Powell

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Championshi

Possibly everything you can think of in the wide world of sport is represented by some sort of computer simulation — from rugby to a fitness trainer to water boarding and tennis to soccer. If you can play it, it's real. Chances are you'll also be able to simulate the experience on your console. But until now there's never been a Sega ten-pin bowling game as general as this.

The object is simple and it does sound like being hung up a tree house in Flinders for the past 10 years: hit the ball. Ten pins on the line. If you (well) hit something in a straight pattern of the 10 and a full wooden alley usually last — but sometimes it's heavy to sight — players have three attempts each to knock as many of these down as possible, which is achieved by using a large, heavy ball down the alley toward them. The slowest pins topple in the front, about nine of ten pins down with only one fewer for a strike, all down in two shots for a spare.

The ball is ready rolled with selecting a ball — there are a number of different weights ranging from quite heavy to ludicrously heavy — in the amount of run given when "bowling" and how fast the ball's exit speed toward the targets.

Only worth pin money?

What the match is straightforward at best, but what scope does this have for a simulation? To put out with there are the four characters to choose from, each with their own distinctive ball features. Then there's the ball selector screen

Fed up of flight sims? Sick of shoot-'em-ups? Then why not chance your arm at ten-pin bowling instead? Increasingly popular among beer-swilling Brits everywhere, now Manticx allow you to enjoy the, er, thrills and spills of the alley in your own home...

where you must decide which is the ball weight best to match to your character and to the type of shot you're taking. Followed by the direction — left and right on the Digital positions you in the alley then spin a globe on the ball — often by accident — by hitting the button to stop a swinging arrow to the left or right (or dead center for the most part) of a marker. An arrow stopped to spin the ball then another button-over balls a single power ball.

Score is kept automatically and penalties accumulate unless each bowler decides the character of your choice (after a few) after a successful throw and air, but respawning after a poor one. A gully along each side of the alley carries the ball faithfully past the pins. I'd should stay in — which happens with conscious regularity in the real game — but is precision only the most last-looked players still remember such terrible



Options galore and a whole lot more? Not really, as only what you'd buy this sort of game is to discover...



The computer opponent is an expert for his last pin — he's using a smart green ball and the wrong direction!

STEVE 21% No matter which way you look at it, this one comes in as one last year. Obviously it's almost an inevitable loss into Eighties Computer's 88 game, with certainly I suppose it's just about average — if you're really pleased.

Concepts to what counts above all else, though, but where is it? Choose an ally, pick a character, select a ball to roll, stop the spin when bringing over the center, aim for the middle and let the power meter near the top — and that's it!

As for as "real realism" you'll character selection which follows each shot is probably to say the least, while the differences between each character's bowling performance is hardly pronounced. I managed to get a strike on my first go with each character!

I'll be a realistic addict getting their spending fix without resorting to physical exercise (you should've seen some of the times I targeted for games lessons — waterparks etc), but when the excitement offered can be rivaled by a real Wednesday in West Oxford, why bother?



Way to get The award — which is made up entirely of twice tonight — go with...

ip Bowling

WARREN 34% You never beam for pin tracking — and it this is an accurate approximation of the sport, I never want to! It's based on *Stately* within a few minutes of switching on the Mega Drive.

Other than a little choice to either side before beginning each shot, *Championship Bowling* is controlled with the [X] button as you can play unassisted (the other one that behind your back). You could even try it blindfolded because the (selected) glasses at the screen are all you need to set accurate shots. It's that easy (2P: Less of the footage — 00).

If a *Stately* Dave should maintain the *Championship* 04 because about six years ago its first 16-bit game appeared. Called *Stately* Forms, it had silly animations, sampled effects and playability a match or two above *Championship Bowling*. However, it was made obsolete on a budget based a few years ago, for a few quid, which rather puts this new cart into perspective.

There are a couple of types of game, which basically affect scoring, and generally playing against a frame increases interest a little. But sensibility's still low because the alleys are almost identical, only needing a minor power setting adjustment to match the speed of a different one. (Suggests it's a problem which can't be remedied with a bowling cart — all why progress on in the first place?)

I doubt that there are many 16-bit-only titles (unless you there, so *Championship Bowling*'s doomed to an early grave. Besides there is one last methods.



Competition are in order as the young bowler in the below-top makes a perfect strike. ZZZZZZZZZZZ



Left: Choose your player from this handsome range.



Above: The star's been set, the spin selected and power is on.



Championship Bowling
Mentrix
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27	Graphics
34	Sound
33	Playability
22	Lastability

28

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Reader Survey

Reader surveys are very important to us magazine types. They present an opportunity for us to find out exactly how you, the readers, went to see your £2.25 spent each issue. There are a whole range of things that we're interested to find out about your interests and — more importantly — how well we cater for them. This particular survey is especially important to us because we're about to launch a second Mega Drive magazine — Mega Machines.

Getting SPIN

- Q1 HOW DID YOU FIRST READ ABOUT SEGA FORCE MEGA?**
- Saw it advertised in another magazine
 - Saw it in newspapers
 - Friend told me about it
 - I was a SEGA FORCE reader
- Q2 HOW OFTEN DO YOU BUY SEGA FORCE MEGA?**
- Every issue
 - Every other issue
 - Lots often
- Q3 HOW LIKELY WILL YOU BE TO BUY THE NEXT ISSUE OF SEGA FORCE MEGA?**
- Very likely
 - Quite likely
 - Not very likely
 - I definitely won't
- Q4 HOW DID YOU GET YOUR COPY OF SEGA FORCE MEGA?**
- I subscribe

- I bought it at a newsagent
- It was given to me
- I borrowed it from a friend

Your views

- Q5 WHICH, IF ANY, MAGAZINE WOULD YOU SAY YOU'D LIKE MOST FROM SEGA?**
- It is my favourite magazine
 - It is a reasonable read
 - It is average
 - I read it as a last resort
- Q6 PLEASE WRITE IN THE SPACE ABOVE WHAT YOU WOULD WANT IN THE MAG**

- Q7 PLEASE WRITE IN THE SPACE ABOVE WHAT YOU WOULD WANT IN THE MAG**

- Q8 HOW DO YOU FEEL ABOUT THE COVER OF THE**

- Like it a lot
- Don't like it
- Don't like it much
- Hate it

About you

- Q9 WHICH OF THE FOLLOWING DO YOU OWN?**

- Sega Mega Drive
- Sega Mega CD
- Sega Game Gear
- Nintendo SNES
- Disk backup system

- Q10 HAVE YOU PREVIOUSLY OWNED SOFTWARE IN THE PAST 12 MONTHS?**

- Yes
- No

- Q11 DO YOU INTEND TO UPGRADE ANY PART OF YOUR SYSTEM THIS YEAR?**

- Yes
- No

- Q12 HOW MANY GAMES DO YOU OWN?**

- 1-3
- 4-10
- 11-20
- More than 20

- Q13 DO YOU REGRETLY PLAYED GAMES ON YOUR MEGA IN THE PAST 12 MONTHS?**

- Yes
- No

Other magazines

- Q14 WHICH OF THE FOLLOWING MAGAZINES DO YOU READ REGULARLY?**

- Mega Machines
- Sega Master Force
- Sega Pro
- Mega Machines Sega
- Mega Drive Add Gaming
- Mega Action
- Sega Zone
- Sega Power
- Mega
- Edge
- E G M
- Sega Mega Drive

Mega Machines

- Q15 HOW DO YOU FEEL ABOUT THE QUALITY OF ILLUSTRATIONS, HOW LIKELY WILL YOU BE TO BUY IT?**

- Very likely
- Not very likely
- I won't

- Q16 WHICH ONE ARE YOU? (circle it)**

TV and radio

- Q17 WHICH OF THE FOLLOWING DO YOU MOST ENJOY LISTEN TO ON A REGULAR BASIS?**

- Radio 1
- Independent Local Radio
- Wight 1215
- BBC Local Radio
- Atlantic 202
- Radio 5
- Sky One
- Movie Channels
- Sport Channels
- ITV
- BBC 1
- BBC 2
- Channel 4

Other interests

- Q18 DO YOU OWN A COPY OF THE ORIGINAL SEGA POWER OPS BOOK?**

- Yes
- No

- Q19 HAVE YOU BEEN TO A SEGA BOARDING OR GAMES FAIR THIS QUARTER?**

- Yes
- No

- Q20 DO YOU THINK TELEVISION GAMES GAME SHOWS ARE GETTING OVERHYPED?**

- Yes
- No

- Q21 IF THERE WAS ONE THING YOU COULD DO TO SEGA FORCE MEGA TO IMPROVE IT, WHAT WOULD IT BE?**

Thank you for your time. We sincerely hope this page set, just it up (with the correct box marked) and we'll be with you soon. The postage is already paid for you.



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Populous II

Two Tribes

Simulations have been the staple diet of many gamers since the home computer revolution began; sport sims, flight sims, war sims, just-about-everything sims all had their day. And then, with a roll of thunder and flash of light, came the god sim...

STEVE 83% If you've never played a god sim before, *Populous II* will have you both baffled and amazed. At first you'll see him pushed to work out what the (heavenly or hellish) going on, while a few hours later you'll be engrossed by the sheer intensity of it all. It's huge!

And the best of games you just plug it in and play out at least an hour while before sitting around for a session of daily domination. Trouble is, I found most of my time was spent in 15-minute sprints trying to access the correct icon. Why the cursor can't simply be moved under direct control of the D-pad (rather than cycling through the entire gamut of options each time) is beyond me, and the frustration factor soon rose to "tear out my levels" —

Despite this niggle, *Populous II*'s engaging and cleverly thought-out. You'll not see the first level of this one a week after purchase, no matter how competent a player you become. Graphics are adequate with flashes of excellence, but the sound, while not necessarily awful, certainly grates after a while.

Above all, though, it was the control method that which prevented me from becoming totally engrossed in the action. Too fiddly by half, I reckon — if *Populous II* ever makes an appearance, I hope to god they fix it.

Generally regarded as the godfather of all god sims, *Populous* was a milestone of modern programming in its time, proving that the essential element in which all good (or most godly) sims lay: the fact that *Populous* many times you play to the games are over the same.

Populous II has expanded upon the original theme with a richer range of options and subtleties. Gameplay remains very similar though so if you enjoyed the first installment — you'll worship that!

The aim of the game is a refreshingly simple one: take your opposing gods' population complete by leaving only your own followers to inherit the planet. Furthermore, less tools and stones can all be called upon to help you. In your task, while the rising and lowering of the land mass surrounding your or the opposition's followers makes the game an extremely more difficult, depending on what kind of godly ideal you're in.

That ground above sea level (generally high above sea level) when flooding can cause disaster of a potentially terrifying magnitude is essential. If your population starts to expand and prosper, build reservoirs that flatten the tops for your own civilization to settle on and aside away your enemy's land mass to inhibit their growth.

Waiting for god — or it?

Options are selected via a menu system: just press the Start button to access the available icons, then again to activate them on the map. For example, hit Start and select the stone shovel. Hit green Start again to position the lightning strike cursor over the map. Select a civil workshop in building, position the cursor over it and press the (A) button for your chosen option to take effect — success!

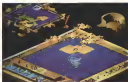
Each deity's awarded with a personality for the next level and every new landscape offers to see unique problems. The various gods you look forms with have their own types of workshop: some aggressive, others less so. Each and every one for the enormous field of doing everything and sending power to be better to avoid their attacks, though in do you can burn the humans — using an old strategy.

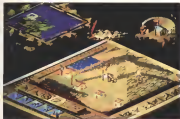
The range of options is if not staggering then at least adequate for your needs but one of your humans into a mighty warrior and let them loose to cause havoc over the countryside. Make all your followers meet on new land or what is better they'll need to survive your attacks but your followers are forlorn and path them into battle, even place a special car called the Paper bridge some where on the landscape and watch your lot learn to go directly to it — goal for beating entire round!

A huge challenge that will spend to strike go into everywhere. Two Tribes' *Populous II* is a sprawling god sim that'll take an eternity to complete.



More God-like resources await in *Populous II*. Raise land, level towns and generally have a jolly good time.





Break out warlord as fast your warflippers may grow and prosper. The better the land, the more dwellings that can be built, but don't build too low otherwise the one may seek to overthrow!



Use the wisdom of your advisors to help you defeat the opposing warflippers. Build upon the blue land. Seeds of life! Use! Propagating seeds! Help them not, spend too much time managing your own warflippers, though, and the tables could be turned!



Populous II: Two Tribes

Virgin
£39.99

333	Graphics
655	Sound
340	Playability
49	Lastability

83

Another fantastic game that will give you a real challenge to the early hours.

Oct: October

071 572 3000

to the other was left on the entire planet who had got heard of your death? What box office smash?

Of course there isn't! Well, so if you had already had enough, you can now play the game of the film in the Mega Drive version of the outstanding 15-minute **Jurassic Park**.

Jurassic

The game allows you to take one of two roles. In the first you can become paleontologist Dr. Alan Grant, who in the second you take the part of a cunning and supremely intelligent Raptor.

As Dr. Grant, you find yourself stranded deep within the park after your car has been demolished by the vicious T-Rex (Remember those horrendous scents in the movie as Rex setting about the cars will watch something similar in the expert-difficult clips that compose the game's story). To make matters worse a violent storm has destroyed the electric fences that put in the dinosaurs so Grant has to fight his way through poison spraying Triceratops, leech-like Compsos (see flying Pterodactyls and other prehistoric monsters to return to the other humans).

You begin your mission to escape the island deep within the jungle. Your first obstacle is a giant Triceratops, who will allow you to pass on his back a great by an long as you don't get off.

Raptor on the loose

The Raptor game runs along very similar lines. Obviously you are now a dinosaur hunting down Dr. Grant, but the platform levels are exactly the same in each game. The difference being here of course that, as the Raptor, you have to march and maim the human guards, as well as avoiding the dinosaurs that attack you.

The Raptor has broken out of its cage after the failure of the electric fences. It is the perfect killing machine, allowing you to attack your enemies with razor sharp claws or bone crushing teeth. By pressing up and jump you can attack the Raptor's long reach distance, which becomes especially necessary when you enter the power station on level 2. It is also important to remember that Raptors cannot swim when you enter the jump station. The Raptor must also feed, so to make it a bit further than the one he can be found alone along the levels (the same goes for Dr. Grant).



The familiar logo begins your prehistoric challenge.

to a lot of
minutes gas
everywhere.
You can also
raise your
energy levels
by eating the
plants and
Compsos.
Both play
ing the Raptor
or Dr. Grant
presents you
with the ob-
stacles of a hell-

level platform. The game will inevitably be a bit simple because of the enormous success and hype that surrounded the film. However can the game be regarded as a worthy representation of the film? While our reviewers ponder the question I think it's time for another Compsy blog!



Not a where but the Mr. T. Rex get to?



...Oh, where he is!

Presented by Jurassic Park

e Park



The Ripper begins its journey through the jungle looking for man and meat.



An Overgrown dinosaurian sleep in the lush jungle.



As long as you don't hurt him, the Triceratops is gentle enough.



Like the jungle vines its cross dangerous traps.



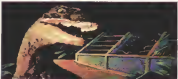
The Ripper can chase and kill other dinosaurs or people. It also has a handy burrow-digging on its left.



Like Dr. Grant, the Ripper has to cross through the mountain caves.



Make sure you choose the right route otherwise the Ripper will plummet to its death.



Before the attack, the Ripper digs well enough, now we've got to see!



And finally the Ripper enters the door to the power station.

MARC 85% Was this the best game of the season? Nope and possibly the most successful aim of all time. I'm happy to say that, but it changes. They have actually put a lot of thought into a film convenience rather than shoving out the usual well-worn-and-often-forgotten game. Jurassic Park, the game, is enjoyable to play and captures the mood of the film perfectly.

Don't be fooled by the hype surrounding Jurassic Park and ignore this as just another film tie-in. There is in fact, a decent game hidden inside — it's like a Pac-Man with dinosaurs. The game has a variety of options, containing two games in which you can either play as a human or as a Ripper. This gives the game a whole new depth and really increases the playability.

The only thing that takes from the film is that the game actually seems to be based more on the book, with the river section which never appeared in the film along with a few new dinosaurs.

With its excellently smooth graphics and sound track this is one film tie-in that is actually fun to play. It's in a what can be achieved with the Mega Drive. I can't wait for the CD version!



Get a sleep within the jaws of the Jurassic Park building, you must be careful to avoid the dinosaur bones which will sap your energy.



Take a trip on the scenic Jurassic Park river. Don't worry if on some there's no alternative about...



...well maybe just a hint!

CHRIS 73% It seems to me despite the way in which you select but the gameplay is essentially the same. True, there are the obvious surface differences in between a simulated mass of prehistoric flesh and a puny human. However, play the game and you'll soon discover that both have to do the same things to complete a level.

The opening sequences make for some great sight/heard chills from the film, which lead into a decent enough platform game. The graphics during the game, although not of the same quality, are reminiscent to many of the films yet the gameplay isn't up there. Jump, swing and crawl through the levels, collecting weapons and energy. Nothing that ought there, but it is the essence of Jurassic Park: the game.

The Major catches you and marches its way through the levels, yet more could have been done to capture the atmosphere of the film. Unfortunately, this has been reduced to just another platform game, albeit a great looking and quite playable one.

On the plus side, both the dinosaur and Dr Grant control very well, and the levels do present quite a challenge. A few more challenges would be the Doctor in the form of a river and volcanic section, while the Major gets more of the fun — especially the various stages in which it gets to push rocks on top of higher gates!

However, it is a shame that Jurassic Park couldn't have been given the little bit extra in terms of action and adventure. After all the film was all about special effects and on-screen excitement, which should have been incorporated into the game. Thus we might have had a team that really did jettison to a brilliant movie.



Trapped under Jurassic Park, it is expected to keep the Major's energy levels high, so plenty of munching!



Shoot the dinosaurs with your tranquilliser gun, you haven't killed them so hurry by before they recover. Collect the first aid kit to restore your energy.



Peep the Brachiosaurus to comply to the first level.



Jurassic Park		79
Sega		
£39.99		
78	Graphics	
70	Sound	A good performance it may be, but it doesn't really do justice to the film.
81	Playability	
74	Lastability	
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Blaster Master

Where else a spot of tomorrow will discover Blaster Master Jr's based on an old MSX game in which a young lad finds weapons left behind by an ancient tribe. His goal is to save the world fighting for truth, justice and the family way. Several levels later that idea and simplified the whole scenario is something Green.

The action is fast-and and zoom around each level, blasting bad guys and making over the best way to get through areas blocked by huge obstacles or made inaccessible by locked doors.

The enemy charge from all angles, so he just as well the tank's turret can be angled to suit the direction of attack. The main advantage in Level 1 are better weapon, tanks and tanks (huge legs descend from ceilings and can drop more than twice).

So there you are happily burbling along when you come across an area you can't get to. Problem? No, not really because you can slip from the tank and send your little man.

Caterpillar trail...

Roll-out as a suit of armor he can race around (climb up and down ladders), making his way through tunnels, obstacles and the like. The only disadvantage is the little guy hasn't a vast array of weapons at his disposal.

The tank, however, is full of fun-looking missiles, smart bombs, jets of lightning and invisibility shields, when collected in pairs. There are no vehicles — the Star bullet itself up an armed screen (highlighting how many of each you tank has left).

Blaster Master 2 also requires use of the old grey matter. There are several points where you

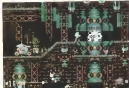
Underground blasting in an armoured vehicle's the order of the day in Sega's latest platform shoot-'em-up. Thing is, with so many games in this genre, can *Blaster Master 2* cut the mustard... or is it a case of 'tanks' for the memory?



A bad attack! Your tank's turret turns to swivel-arms.

roll bigger monsters, as a huge caterpillar and a wizard on the preliminary level. When counted, such scenarios are object level later in the game is a large gun (despite what was shown as a grappleable wall and a key opens those scenarios are mentioned).

Blaster Master 2 isn't just a sideways or after. Go through a door in Level 2 and you're a land a eye view of the playing field. Make your way through a maze-like passages, losing the many collecting items and facing secret rooms, a certainly later one is master of the domain of the Blaster.



ADE 58% Good graphics, shame about the gameplay that just about makes up Blaster Master 2. The whole thing amounts to a little of Asterix Rouser that was done, the last month better.

The idea of switching between tank and probe is quite novel and often spent blasting the larger monsters to gain weapons and objects is pretty smart, but after a while Blaster Master 2 gets a boring. The gameplay looks simple — it is virtually the same throughout. It wasn't long before I was sitting yards left, right and centre.

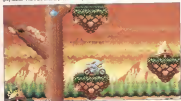
When the action's slowed from overhead, the tank moves faster and it's possible to move the turret around while driving, so blasting the enemy's a bit easier. This is less my attention span a bit.

The graphics in Blaster Master 2 are silly throughout, if not the usual one. The sprites are well animated and nicely detailed, and all backgrounds are crisp and colourful.

The sound is about average too. The usual heavy shoot-'em-up fodder theme tunes are each level (fairly memorable) and that's it (some FX as you see space weapons).

Blaster Master 2's quite difficult in places — some of the bigger monsters take a while to defeat. It's not a fan of shooters where straightforward bad guys reminiscent in this is no more seconds later and plenty of that goes on here. When still, you go back to the start of the level when you die.

Give Blaster Master 2 a miss and well for a better shooter to come along.



ster 2

TIM G2% *Blester Master 2* is one of those games that looks good to begin with than actually seems. I thought it was a pretty steady platformer I took 'em up but after five minutes play, I began to tire.

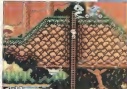
I can't find fault in the graphics and the sound's great — it really makes some real oodles of effects. But gameplay is pretty lacking. It doesn't really go anywhere. I played the first level for what seemed like hours.

Real joys come in the shape of cubes, traps, bats and drops of water. And they're very persistent. If you return to a screen, destroyed enemies have their lives back. It is very frustrating when you're blown up by something you shot seconds before.

Some of the evil level guardians are pretty cool. The giga slug is well animated and quite scary (not off — that bit) and although the little caterpillar I breathe fire it wriggles convincingly. *Blester Master 2* is a great looking game with sound effects, but gameplay's too frustrating and clichéd to be enjoyable.



Watch out! The *Blester Master* makes a run for it as a huge fire slug attempts to fry him alive.



The bleeding injury lets you slip back so there's no way the man's going to get down that ladder.



One of the larger bad guys. Kill this great tank and your guy receives a new set of armour.



A confrontation with a catapillar. Keep blasting this nasty beast until it changes colour. When it does, the warrior surmounts it and high-powered weapon.

Blester Master 2
Sega
£39.99

68	Graphics
52	Sound
57	Playability
63	Lastability

59

A boring shoot 'em up with shallow gameplay. But it does good people.

Out 19th 07/1 873 3000

Davis Cup World

While most tennis tournaments offer singles and doubles titles, men's tennis and round the Davis Cup has made its name with a unique and intensive nature. A player's set against another, then their team mates play each other. Finally a doubles match decides the winning team (usually four).

Initially, Denmark's game begins on the Davis Cup upon a single player team facing with the computer or human-controlled team. A knockout tournament, players are whittled down to the best four players face each other. The same goes for tournaments, which either at singles or in doubles matches are played.

Championship mode is a lot more complex, it featuring a pre-writing series and from the east coast of America, your opponents shift you off with \$20,000 in spend on training and four current activities. Presents are used to put your career on videotape non-formal field while Go to Next Week accelerates time to a hopefully profitable event.

Conversely, Exhibition's dead simple — one of singles or doubles match — a badge of cash the most to victory.

Perfect practice

It's a pleasant surprise that there are more practice options than modes of play although a self machine usually does provide the Practice mode that features the real machine and an exact picture of a jugged, highlighting the button and D-pad presses you make. Precision a double except a particular letter of the court is marked with an arrow, letting it work a good accuracy accuracy-over-time.

The best machine game for Precision accuracy is the self-operating Service while ball after ball's performed your way a Special — you certainly have to be fast to reach the target of 20 consecutive strokes. Finally Staff is essentially rally practice play alternating between two divisions for single points.

Okay, you've learned your technique for all its worth, now enter one of the matches we wrote taking about earlier. Choose a ball



How is the controls they control extreme, the play about is the most difficult...



The tennis market has had its traditional summer boom,

Amazing Tennis and Andre Agassi Tennis appearing in the past couple of months. But now Denmark are to put those and earlier offerings to stone.

nicer, step of grass court, best of one, three or five sets and you still ending (Big over Amateur or Professional) which affects speed and maneuverability.

No context?

Choose one of the top 50 players — from CJ West of the USA (Runder One) through Felix-Luis Pardo to Wil Lenz of Switzerland at the bottom — and finally get down to the real action. A double-play of a ball serves the ball then controls you to hit more complicated.

Buttons (A) is a hit (normal) ball, (Y) is back-swing and (C) is a drop shot. However, there are after a bounce, step shots and four types of volley can be used in the air. (Davis Cup World) Your supports also control jogs, which simulates real life movement.

Proceedings are lightened by speech bubbles, players shouting a strength. "Yes" or "No" if you're negative when they four to. Subtle are used in the Control command, which a player figure is suggest call with the ball. Occasionally he's right and gives you a point but again too often and he takes more away!

Other options included on the Start button eye on which replay, turn the match and the play statistics — goals, points, missed shots, game, points, faults and in on.

But does Davis Cup World Four double-end of matched line (from the whole match away or set through without a worry? ■



What's-what's-what! Each time a ball is returned, the machine steps up a gear.



The MD's most playable tennis also offers a wide range of options and over-night play!

WARREN 92% It seems that all I've done since FORCE SEGA is write comments for tennis games. I've no sayings about this one, however, I'm privileged to be able to come Davis Cup World Two.

Changing straight past the options (as I do, the first thing I noticed was the options. Rather than the aim, refined by one of most tennis games, however, steady, tested, musician — as space those a platform shoot-er-up. They allow an alternative left handside, which after the ball, perhaps, suit skills in controlling 50 to you, move to either side. But movement is good, but also slow, better.

Though not open as extensive as it looks, the ball, perhaps, suit skills in controlling 50 to you, move to either side. But movement is good, but also slow, better.

It plays Davis Cup is superb! While comments of the start of you that game you'll be exchanging information and also giving a defeat with your opponent, shaking around like the latest results of a away ball programs in a double effort to learn over the last of shots. Don't lose on a computer opponent first, they're all computer players, at the very least, so you'll get frustrated and think you've wasted your money.

Don't lose at the options (but to them eventually) and a little practice and you find Davis Cup is fantastic, value. In addition to the usual exhibition match and tournament, there's the unique Davis Cup Championship itself. Teamed with a partner, you develop a love-hate relationship, as success or failure depends on both of you, individually and together. The Championship offers a great idea and increases, stability in and for solo players and the range of practice options is amazing.

I would like to write about Davis Cup without mentioning the crystal-clear sound. Players go out and greet with effort, an upper-court forefinger, some across the court, and realistic, but sounds accompany the action. The file music is an unobtrusive playing, rather a bit of help and boost in.

Until now, MD tennis games have been good, but nothing to stand about. Davis Cup offers four stands head and shoulders above the crowd, as the best tennis title and one of the best sports games for any machine.

Tour

ADE 90% Domark are 'on the up' at the minute, what with the stunning P1 and now the superb Davis Cup World Tour. I must admit to not being a tennis fan but because Davis Cup is so easy to get into, I was soon out there on centre court, completely hooked.

The players are responsive to every touch, press and jotted manoeuvre so there are no grumbles when shots are missed. The fault is your technique not awkward controls! For the novice there's a smart teaching section with a ball machine to aid the novice to practice your serve, shot precision and racket control.

The options are great, with several modes of play: singles or doubles, choice of court and selection of the top 50 players. Like I always say of tennis sims, it's best to play with a mate for a while before tackling computer opponents. You may be Number One and the computer close to 50, but in a one-on-one the 50 player will beat you.

The court perspective is great, rangles have gone for a scorching value then state set up, which works fine. Some back-seat tennis buffs miss the split-screen two-player display (noted earlier), but when they get hold of the joystick they settle with no complaints.

If you were put off by our comments on Agassi's tennis controls, there are no such worries with Davis World Tour. It's an excellent tennis game and worthy of any sports fans collection.

"But the ball was in, wasn't it?" Missile the umpire has often said you'll pay the price...

**YOU WERE WRONG.
PRINT
CONFIRMED.**



Leave it, it's mine! — No it's mine! — *Match Doubles includes comprehensive tutorial resources.*

Fascinating facts from Wimbledon. Er, hang on...

- Around 11,000 balls are used during the championships.
- A whopping 23 tons of (mostly expensive) strawberries and 12,500 bottles of champagne are consumed each year.
- Wimbledon's Morning Star is available on every court, in orange and green fluorescent.
- There are 16 championships and 14 practice courts.
- The oldest winner of the Men's Singles title was Arthur Gore, a British player who won it (and 181 days) when he was 16 in 1880, the oldest female winner was another Brit, Charlotte Stung, aged 37 (262 days) in 1959.
- The youngest winner of the Men's Singles was Geoffrey's Davis, aged 17 (and 277 days) when he won 1901's Wimbledon. Don't forget that was the 1901 Ladies' Singles title at the age of 13 (248 days).
- Only 27 days have been completely rained off since the championships began in 1277.



Above: Great ball action are rewarded by a fine display of ball language!



Davis Cup World Tour
Domark
£39.99

79	Graphics
84	Sound
92	Playability
90	Lastability

91

An exceptional tennis sim with many options and numerous touches.

Our New = 021 799 2324

Already a folk hero to the computer-using fraternity, Dizzy finally scrambles his way onto the Mega Drive. The Godin's fought long and hard against the might of Sega to ensure their hero's independence, finally proving victorious earlier in the year. Riddled with yokes and eggs on by a family, Dizzy sets off into the overcrowded platform world, yet was it worth the wait?



tempt to control with all types of nasty obstacles including half-foot on crocking. Dizzy a little short. These stage boss huge spiders that scuttles down on Dizzy from the trees to seemingly harmless animals such as butterflies and snails although in this case appearances can be deceiving.

It's no yoke!

The object of the game is to organize the obstacles that impede Dizzy's every move. To do the same scattered around the egg-headed adventure's world have to be collected in a specific order to complete each individual task, the ultimate goal being to allow Dizzy to travel further into the uncharted regions of the world in search of the key that will rescue his beloved girlfriend.

Throughout Dizzy's arduous journey there are many different landscapes and sections to overcome. He must pass safely through a graveyard, traverse a barren desert and earn

It is not easy when you're a small, unassuming egg. Just ask poor old Dizzy. His friends live the mill wheel! Dizzy egg-headed his girlfriend Daisy, but Dizzy also has to solve the rest of his family's problems, so now he's going, it have to leave the safety of the Yolkshire farmhouse village and venture forth on a treacherous mission to ultimately save the egg of his dreams.

The game opens in Dizzy's house. Once you have collected the door key and left this



Do you wish you were a yoke like this nasty-looking hog? Maybe if you had something to feed him,?



Dizzy



You'll need a marker to find the custom creature otherwise Dizzy will disappear in a sticky, gross mess.



Workout in Dizzy's Intrepid Daze and the beginning of his epic quest.

Let's Watch eat for the egg eating plants and sinister wildlife.

Bottom: Let's Fluff the spinner and crank up this machine to progress into the mines.

a hazardous underwater section he must also collect items from a huge pink egg—get too close to the parents and Dizzy will be forced to walk the wire, plunging not carefully over two lanes into Dizzy's Aunt's kitchen!

Keeping it in the family

Along the way Dizzy must rescue the rest of his family, as each member has something that will aid him in his quest. This is easier said than done, as they all have their own peculiar problems. Dweezil has been frozen in a block of ice. Dylis refuses to help unless his pet Porcup is returned, while General Dizzy is on his last legs and desperately needs his medicine. All of their woes must be surmised before they will give Dizzy the vital equipment that he needs.

Dizzy always needs a little help, which comes in the shape of a newly discovered air current. First the steps swirl to enter his world, solve the puzzle before the egg timer runs out, and an extra life is yours.

Fortunately, Dizzy is already an extremely popular game on other systems! The question is, will it succeed on the MD, or will we all be left with eggs on our faces?



CHRIS 68% This one isn't just an egg hunt; it's a perfectly mixed, egg hunt/roll that throws in a huge platform game with loads of objects to collect. Got now hunting!

Fortunately, Dizzy is a game that requires an analytical mind and loads of patience (obviously, I have neither, which led to a slight altercation between man and machine). Because it's just not my cup of tea.

Having said that, there are millions of gamers out there who love this sort of problem-solving platform game. My message to them is: Fortunately, Dizzy would probably be right up your street. It features some really cute graphics, a lovable central character and plenty of scope for those who like a winning team of bugs running through their games. This is a door needs a key, but to get the key you have to take a guard, trip him, tie to him, and cross a door. Now, when is that kind of word?

As you may have guessed, I just don't like this type of game. You see, this will be a huge success, but I'd prefer to see another!



Dixey - Our hero. An old round grand egg who has to carry the wares of the rest of the yolkfolk on his shoulders.

Devot - Don't be cruel as they seem, rarely seen without his shades. Near to our boss is a block of ice. Dixey will have to find the straw near his house and a box of matches to throw him out.



Dixey - The only girl for Dixey. A fine example of the perfect egg: smooth white shell, aristocratic yolk running in her veins, which is exactly why the animal Zabo wants her hand in fist.

Grand Dixey - Age has taken its toll on poor old Grand Dixey and his fragile shell needs reinforcement. Dixey must collect the medicine bottles, medicine and plant in order to save him.



Dixey - He cut the fancy rabbit from the magic roundabout, but this egg looks just as stoned. Dixey's got some bad news at the moment because his pet Puggie's gone missing.

Dora - Dixey's daisy sister. She ain't really made the grade, so the Wizard Zabo turned her into a frog. She needs a kiss from a prince to be transformed.



Doug - Dixey is big enough as the head of three, but now has been sent into an eternal sleep. He can only be woken if Dixey catches the symbols near him.

MARC 61% I would not really describe Fantastic Dixey as instantly enjoyable but the average would be more appropriate. The game has some very nice graphics, although the effects are a bit on the flat side, while guiding Dixey around such a huge landscape with so little earnings going on can be tedious to the 4000th.

The game is huge and it's certainly not lacking in depth - what it is lacking in though is responsiveness and despite the large play area and the many puzzles, there is not really a great urge to play on. It isn't as if it is your fault or anything, it's more that everything seems so long related in order to solve a puzzle that you soon become bored with Dixey's antics and lack of action.

Let's be quite honest though (and last) - Marc 61% - this is a great introduction to the genre, so if you found Dixey to be to your liking on the floppy or similar, then you will no doubt enjoy the version.



If you find quite the screen you'll have to solve this simple puzzle.



Double yolk! Solve the puzzle and Dixey gets in to get you an extra life.

Fantastic Dixey
Codemasters
£39.99

72	Graphics
59	Sound
82	Playability
60	Lastability

64
 A successor of Simulacra on other machines but it shows it really comes well in the better Mega Drive platform.

Dec. October **0022 814132**

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Shinobi III: Return of the Ninja Master

Shinobi, he of the long sword and ninjitsu magic, has been doing the rounds on the Sega machines for a while now — some may say that it's time for a new breed of hero. Yet Sega, if not doing away with the cooler side of life, have returned to the old guard to deliver the latest of the ongoing Shinobi Saga.



Surf's up as Shinobi's riding a wave.

Jon MASON, master of the ancient Ninja art of the SHINOBI, is back. Once again he is called upon to rid the world of the evil mad, Zaid crime organisation. This time the Zaidz have decided to take control of a major city. It's up to you, the greatest of all warriors, to battle through screen levels of ever increasing difficulty and bring justice to the crime ridden streets. Oh yes, and if that's not enough the mission has to be completed in clean otherwise Shinobi will vanish forever (and this one's a real bummer). The game follows the same tried and tested formula as the former Shinobi games. You must dash and dash his way through each level of



So the first level also shows Shinobi has way through the forest. It's hard to see just the normal reason to get through this section.



My, what a big reward you found! The mission get tougher the further into the cave you get. Still try to preserve your health for use later.



Wizard! Magic! This game gives you a level-based quest that deflates enemy strength.



Karma burns up the forest! Does it ever just love being a Wings Warbler?

he hunts down the diabolical boss of the Dead opening film. Once he has found them, he must crush their poisonous fumes into the dirt in order to progress to the next stage.

Ex-Zealously Deadly

You begin your mission in the town, including the enemy abilities that fly from behind the trees. This leads into one of the most interesting new stages in which you ride horseback across a treacherous swath as enemy Wings Warbler formations from the sky to attack you to cut the reins of the city's polluted, tiny flying foxes and escape. Joe's scenario ends with his brother Shuriken to help bring attacks and of course his Kataru (burn) should a self-occupant be the order of the day. He also has some new skills up his sleeve, including a sword jump kick as well as the ability to absorb hand-over-hand swords overhead spins and flips.

MARC 79%

None of these are going to take you from hero to trampoline return to the MC, which includes some that are levels which make a nice change from the usual types of some aggressive worlds we are used to seeing here. This is a fairly one that will bring you some back here and again. The gameplay is impressive in the extreme, that it has to be said that unless you are a real big fan of the early games and you already own one of them, that you may find that this is possibly too advanced of these adventures. However, if you are a fan then go get it, or if you don't already own one and are after an outstanding platform best ever game then this is definitely worth a look.

In a simple board...

It does really go against it, a lot of things that's like things to you and not usually seen the day. You can avoid the Purple magic, which allows you to keep higher (Kazuo's) a force that the effects enemy does. Kira, which burns everything, unfortunate enough to be on screen and Myn, which sacrifices a life in order to instantly wound an opponent. On each level you can increase Joe's stock of weapons, cover a strategy by collecting the necessary "hidden" items in the hidden areas. The items are worth leveling up, especially if it's about to get it from the really mean (Kester) bonus, it even on this life — not for the village get progressively tougher. Still, are they are but consider, reader can — while the fact may be weak, the Wings light remains strong!

CHRIS 81% The weakest art in the game is not exactly a rare thing to find in a game of this kind, and of course we've all had Joe before. Despite this, *Shinobi II* is a return of the *Ninja Assassin* is a really playable game, something plenty of real-life ninjas with a magnificent gathering form.

Compared to Joe, a more adventures not too much is that but what extra features there are do make the game that much more compelling. You can see that you can swing swords a different way, like a three-quarter motion and get used to the different motion. There are all sorts of things that add to the game's addictive qualities.

My one real gripe is that you have to return to the very beginning when you slip up, which can get frustrating if you're having trouble with a particularly tough level. I should if it was all-terrain, more variety of gameplay and some really good graphics, especially for the boss of the end of each section.

This may not be the best but it has to be ranked near the top of the pile for games of this type.



If you get this for the *Shinobi* have got game and explosive bossing, it's not easy being an *Ex-Zeal* hero.



The second level, in which you ride horseback.



Now, Joe can swing reverse Sega's technique jobs using overhead spins and flips.



The final boss at the end of the *Shinobi II* is a bit easy on his feet? A good opportunity of might be another go to see how.

Shinobi II
 Sega
 £39.99

78	Graphics
70	Sound
82	Playability
80	Lastability

80
 Entertaining play and the low price makes this the best *Shinobi* game still

UK: September Sega 071 870 3000

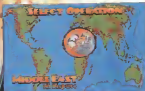
Thunderhawk

SEGA
FORCE INCORPORATED
RECOMMENDS

When Thunderhawk arrives in the office, everybody's worn out — Steve is still swinging from the rafters. Now it's here in all of its glory — is it the game that will finally bring the Gunguis home over the Mideast's rocky terrain?

You slide behind the controls of your state-of-the-art special forces quantum hovering your ground forces directly over the high-tech computer controlled enemy you take a breath and take in the satisfying familiar sound of the rotor blades quavering in pace. Quickly the helicopter descends into the eerily illuminated cavern for a tight fight of the swirling air. Plunging only to offer a small reprieve to which ever fuel may be burning, you glide out across the large cavern, ready to battle a menacing enemy. With that most over-the-top of intro, we now introduce the star of the show: the pilot of the week, the owner of the milk (it's all getting to you isn't it? — Steve) — Thunderhawk!

The game begins with a choice of ten advanced operations, each posing a further or tough challenge about your skill as a pilot. Once you have made a choice the commanding officer will give a mission briefing complete with a map detailing enemy positions and primary targets.



Incoming bogeys

Once you have been briefed the game moves into the breathtaking action sequences. The standard 3D level in these sequences is feature with the possibility of viewing every detail on the screen from 360 different angles. You can move the chopper in any direction and the radar screen will inform you of the whereabouts of the enemy, although if you take too many hits you run the risk



Thunderhawk moves stealthily, primed for the battle ahead.

CD **review**

blinded with the enemy of the day at the mission. Instead, seek out the primary targets and concentrate on finishing the mission in the past.

There are plenty of varied scenarios to choose from. Each one is from a different part of the world, so the environment and terrain is always changing. Perhaps the bulk of the missions are the operation to re-take a US aircraft base in Alaska, or the hunt for a terrorist (blame America) in right time South America. In both cases, since use of the water is essential to pick out the enemy base against the impossible time and night scenarios.

Thunderhawk has great graphics, controlling gameplay and a pounding musical score. It would seem that this could be the game to first try out the Mega CD on the map.



How about a load of petrol bombing over the Middle East? First explosion should cause a few screws to chatter down Iraq way.



When the on-board computer tells you the target is locked the missiles will always hit the target.



Wing flying in search of a missing Stealth Bomber is certainly not for those of a nervous disposition.

Believe it or not the enemy base will blow away, ensuring that you destroy the features of cities that float nearby.



MARK 93% The Mega-CD, for all of its fantastic technology and high specifications, just hasn't impressed with its first crop of releases... yet all of that is set to change with the introduction of Thunderhawk.

It's the game that the Mega CD has been screaming out for. The graphics are smooth and detailed, giving the game look, synchronous with many other CD games, a much needed and affordable.

Master settings are spoken rather than listed, while the extensive mission feature detailed graphics rather than bland pictures. As for the gameplay, well I'm afraid, an eye seems better or faster than this. Yet it is also much more than a shoot 'em-up — your cockpit, with its high-tech gadgetry and plethora of weapons, is a joy to manoeuvre, while the ten operations span the entire world, plunging you into missions of truly good proportion. You will find the wealth of all nations of enemy trucks and squadrons, while the variety of operations and three difficulty levels will ensure that all would-be Top-Guns have a long graduation.

Another point worth mentioning (well, it's important to me) is that this hopefully heralds the end of the gross first-pitch right game, so much a feature of the earlier CD games such as Cobra Command and Road Avenger. The Mega CD warrants state-of-the-art action games, in which you take control of the craft, not just third-rate versions of the early-80s laser-arcade-clone machines. Thunderhawk delivers the goods — and then some — with its awe-inspiring gameplay, explosive graphics and interesting soundtrack that we have yet seen or heard in an arcade-style CD game.

Finally, we have a game worthy of the CD which no self-respecting owner should be without.



A well control menu allows you to select the difficulty level of your opponents.

Thunderhawk		92
Core Design		
E.T.A.		
92 Graphics	93 Sound	
93 Playability	92 Usability	No longer do you have to put up with third rate games — it's the Mega CD to have!
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Keio

Flying Squadron

Before starting this review I would just like to say thanks to Mahito, the lovely Business Lady who translated the instruction booklet for us. Thanks Mahito!



Anybody new to the game. Is a new Japanese import, as you may have guessed for the Mega-CD. Obviously it's a straightforward shoot 'em up, where all the action lies at the wrist and wonder-ful characters that appear to work.

You save the rest of them: a cute young beauty who also happens to be the leader of the key to a hidden cache of vast and unimaginable treasure. However, there is a bit of a snag, and one that you'll surely notice away from her Grandma's house: to get some treasure at the local convenience store, while she's out enjoying herself. She says a sister, Grandma is understandably a bit pissed and tells Ferni to recover the key to her the temple or go without her sister.

I'm beginning to wonder if it was such a good idea to get in a great picture translated CD, you really will enjoy it — Mark!

Later in the day Ferni discovers that the key has been stolen by a mysterious person. She decides to leap to the back of her jet dragon, the speedy little Pochi, and hunt down the thief. When she, the Japanese get these stolen keys!

Your task is to take Ferni and Pochi through the many levels of action that lead to the final showdown with the Phoenix. Along the way Ferni must fight her way through hordes of the little their, while her hands are accustomed to slip her from following her goal. These funny little birds are devoted, devil's mind you? They have the technological know-how to control huge

MEET THE CHARACTERS



Ferni - Isn't she just the cutest little thing you ever did see?



Pochi - He knows jet dragons who'll never let her down.



Grandma - The dearest little thing with the bestest love!



Names a Japanese title and give the best key to the secret treasures.



Her Grandson tells Ramon she can't eat until the key is found.



There's only so much of that young samurai can take.

the technology know-how to construct huge robots, giant flying fortresses, and an arsenal of deadly weaponry, so it's definitely not going to be as easy to recover Grandson's key as Ramon just thought.

Weapons to go

To protect yourself you can use a variety of different weapons. That can be collected by clearing the money (please don't ask me why) when those little enemies release the weapon items. There are three from laser blasters that increase in power each time you collect another, and bombs that fire continuously in the opposite direction to whatever way you are moving, or leaving bombs that popper the enemies lying at your feet on the ground.

The game has all the characteristics of Japanese anime: the most popular form of entertainment in Japan. The cute cartoon characters, with the big eyes, the sea of loads of funny, subtle jokes and the interest in giant robots, comes from the Japanese love of technology that animates the culture.

It's a strange game with a bizarre storyline, so if you didn't manage to get it in the store,



CHRIS 62% This weird Japanese import for the Mega CD contains all the best bits of Japanese anime: it has superb graphics, outlandish characters and a really weird storyline. However, these conspire to dilute your big standard shoot-'em-up.

The opening sequence is genuinely brilliant, doing real justice to the Mega CD: it looks like its come straight out of a Manga comic, with Project A-RD immediately appearing to attack Mito's castle. Really cute little girls as their central characters, although this doesn't feature the same kind of graphic violence. It's a great animation, really funny to look at, but once you've watched the few times it's inevitably loses the entertainment value.

The shoot-'em-up also looks pretty, with Ramon and her pet dragon floating gracefully about and when they die they do it over so safely, but this quickly becomes repetitive and boring if you like all the elaborate being spent on presentation, then you'll be happy to stare at Kato Flying Squadron. Personally, I have to say sorry Ramon, you're a pretty young thing but this time that's just not enough!



Should the Jury think an Army of look at some other more of weird machines.



This type of giant robot is a trademark with fans of Japanese anime, but it is as tough as its looks...



With a bit of practice you should be able to drive him over the edge.

The Baron tries out his heavy duty missile launchers.



This game gets more anime, they've even got flying airplanes!

MARC 58% After a very impressive Japanese opening, which captures the whole Japanese feel incredibly, I'm sorry to say that Kato degenerates into a very run of the mill shoot-'em-up.

The game itself is fun to play for a while with some very bright graphics and a decent sound-track. However, if a about this somebody really came up with a side scrolling shoot-'em-up which actually utilizes some of the Mega-CD's capabilities.

Despite the pretty graphics, which would still have been achieved without the CD, there is little to inspire in this game, in fact the sound-track is the only thing which let's you know you are actually playing a CD at all and not a regular Mega Drive game.

However, the game still has some nice touches and deserves favourably, in the form of God Force and Black Hawk Assault, it may well appear to any shoot-'em-up fans who are starved of action and other something that little bit different.



Ramon and Peko are all played out.

Kato Flying Squadron
Victor
E49.99

72	Graphics
74	Sound
68	Playability
57	Valueability

60

A playful but shallow game, fairly worthy of a Mega CD owner's attention.

But: New (Import)

Haunting

Starring Polterguy

With the promise of a new and original game, we awaited *Haunting Starring Polterguy* with baited breath. Could E.A. really bring us a fresh concept in video games?

And now for something completely different! Imagine if you, the supernatural high priest of *Demolition*, combine this with the vocabulary of *Barney*! And there you go—a draft of *Polterguy*—this is the essence of Polterguy, the best-selling, Oscar-winning supernatural star of *Haunting Starring Polterguy*, the latest offering from Electronic Arts.

Polterguy wants revenge! The evil Sardinia family killed him for his inheritance, yet now he is back to exact them from the virtual mansion that they have taken for things on "You control the green spiky forest ghost as he tries to scare the four members of the family and send them scurrying from the house."

Ghostly going on!

You begin with Polterguy has to enter the dark depths of the underworld to collect enough ghost reflections which will allow him to cast his spells on the Sardinia. You must avoid the undead creatures that inhabit this world! His from the cavern, creature's edge! Goo is strong, but one too many and you're sent dancing to eternal damnation!

The main aim of this game is of course to drive out the Sardinia. When Guy has got enough reflections, he must defeat the way of the monster and track out a new Sardinia to replace. Guy can possess any item in the room by simply jumping into it. Well, for your target to walk by and then

advance the ensuing mayhem! You can scare the pants out of them—literally. In the case of the older Sardinia, The mean in the corner of the screen (starts just like yours, each family member is Push it to the limit and you have different rewards.

Spooky Wizard!

Polterguy also has a few extra tricks up his supernatural sleeve. A press of the button brings up a list of those spells, the further that you progress, the more tricks you will add to your arsenal. Pick from a selection including *Zoom 0-100* which allows you to possess the body of your Sardinia in order to scare one of the others and *Super-Score*—a lot of tricks quite hard to unlock the Sardinia ultra-tough.

Experimentation is the name of the game. The more you attempt in *Haunting Starring Polterguy*, the more challenge fills out the occult experience. Progression through the mansion increases the opportunities for demonic mischief, although if you over-extend





Each room has a host of objects to possess. Move in the bedroom to suggest driving head first down the toilet.



Porter's explanation resonates, he is forced to return to the underworld and battle the demons in order to reach his power source.

Once a mission has been cleared all evil Santitas, Polterguy has to follow the wretched family as they flee to another of their 14 gothic homes. Each time they leave it becomes harder for Polterguy to access, so seriously choose leaving it extremely the order of the day. You remember - its most fun being one of the greatest than to be glibbed by them! ■

How wide time in a house like this? Polterguy, it's over to you.

CHRIS 85% I was trying to think of a genre to place Haunted Sighting Polterguy in, then I thought why not ha? When you get a game that's got a fairly original theme there's really no need to try to pigeon hole it.

The idea is great. Some the Santitas will fly less control of their body functions - they make quite a mess before real bones of the boss are hilarious - check out the slurping tongue and the Santita's dress drooping needles!

The later mansions are fairly challenging which increases the game's staying power, but I must admit that once I had gone through Haunted Sighting Polterguy, a couple of times, the novelty did begin to wear a bit too.

The graphics compliment the gameplay, with some brilliant visual effects, which combine with the well defined characters to give the game each a weird charm.

Someone out there has got a sick mind, but I have produced a brilliant game, so who's complaining?

Top-ten mega scares

Here are your spine-tingling moments, and the ten favourite Haunted Sighting Polterguy scenes and areas.



How about a longrun corridor?



As though tables got nothing on you



This is guaranteed to be a pain in the butt!



I just don't feel like myself at the moment



Polter's scurrying under the bed!



The secret in M-F technology.



Ohh yeeh a pint of blood on the table.



You're already a few skeletons in the closet.



You don't get these in a Regal



Scouring reveals a job speak!



Lets meet the Sardines.



VITO SARDINE

EDUCATION:

MAJOR IN SLOTTY ECONOMICS, TOTALLY WOOD N.

Vito — The "Dad" of the Sardine family. He's a tough cookie and the foremost character to stare out of the house.

FLO SARDINE

HOBBIES:

SPENDING MONEY, WATCHING AND HEARING, COLLECTING FUD



Flo — The coolest to watch, Flo's involved in all activities. She seems to enjoy hearing all, considering how simply it is to stare out out of her window.

TONY SARDINE

FOURITE MOVIES:

TEARS JERRY MADDONIC PARTS 1-3



Tony — Please don't ever take one of those in their white, otherwise, they die right right and they will eat themselves, before running around from the house.



We come to the home of the Sardines, brought with the inheritance money they murdered you for.



The Sardine family is quite a raucous meal, little do they they know what lies around the corner — speaking, hunting and game of the highest degree!

MARC 64% It's nice to see an original idea for more — two games allow you to play the role of a ghost with a pile die in effort to scare the living daylight out of the earth-dwelling beast! *Hunting Starling Pattergy* manages to carry it out very well except for one area and that is that the game is just a little bit on the easy side. We found that after a few games the gameplay became a little repetitive and was a little tedious you find yourself completing the game. Although *Hunting Starling Pattergy* contains some nice ideas there is just not enough depth to make the game interesting for more than a few plays, despite the great sense of humor.

Hunting Starling Pattergy	
	E.A.
	\$44.99
80	Graphics
71	Sound
82	Playability
70	Instability
75	
A hauntingly fun out game it is little on the easy side.	

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Playing tips

TINY TOON



MAPPED!

Final levels of Tiny Toon Adventures

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CHAKAN

RJ2AT84C	Invincibility
RL2AVK7KALJRWVWU	Never lose positions once collected
RGUAW9B	Super Jump
AC07VW9B	Infinite Time
Q0R7W87G	Boyle always available
Q0R9W87H	Clayton's hook always available
Q0R7W87H	Boyle can always available

JAMES BOND 007-THE DUEL

BT2AAAFM	Infinite Lives
BT2AAAFN	Infinite Continues
BT2AAAFN	Infinite Amies
BT2AAAFN	Start with 9 grenades
APR0AA5D	Invulnerable to enemy bullets
FLPT944C	Jump Higher

FAUL FURY

AAAT8A5B	Infinite Credits
BL2T944D	All hit in no mind
BL2T944D	All hit in no mind
AAAT8A5B	Start with opponent in energy of 1%
AAAT8A5B	Only need 1 globe to win match

SHADOW OF THE BEAST 2

AAAT8A5B	Master code must be entered
AAAT8A5B	Start game with laser rings
AAAT8A5B	Invulnerable to most attacks and traps
AAAT8A5B	Jump Higher

TALE SPIN

RY2Y89C0	Beats jumps higher
RY2Y89C0	All jumps higher
RY2Y89C0	Start game with laser rings
RY2Y89C0	Invulnerable to most attacks and traps
RY2Y89C0	Jump Higher

Sonic 2

It's time for another visit to the realm of the blue spiky one. This month we've come up with another of those world famous cheats which is again accessed through the usual menu for some bonus release.

Level select

In the sound test mode play levels 10, 11, 12, 13. Now return to the original option screen and press A and Start together to access the level select screen.

Level Designer

When you are in the level select screen, move down to the second and press and play the following codes: 04, 04, 04, 04, 02, 01, 01, 01, 04. After leaving the screen press A, Start and B together. Now press D to activate the cheat. To adjust Sonic's score press B. To make your choice permanent press D.

Super Sonic

You guessed it, go to the sound test in the level select screen and play levels 04, 01, 02, 04. Now every time you collect 50 rings you will magically transform into super fast Sonic.

14 Continues

While you are on the normal options screen select Sonic, only then play the following codes that the usual way: 10, 04, 04, 10, 01, 01, 02, 04. You must then return to the Sonic entry box and press Start. Now 14 continues are yours for the taking.

TRIVY TIPS

Need some pointers to assist yourself? Well here are 10 tips to go for that will assist you.

LEVEL	CODE
1	789D 0000 0000 0000 0000
2	0000 0000 0000 0000 0000
3	0000 0000 0000 0000 0000
4	0000 0000 0000 0000 0000
5	789D 0000 0000 0000 0000
6	0000 0000 0000 0000 0000
7	0000 0000 0000 0000 0000
8	0000 0000 0000 0000 0000
9	0000 0000 0000 0000 0000
10	0000 0000 0000 0000 0000
11	0000 0000 0000 0000 0000
12	0000 0000 0000 0000 0000
13	0000 0000 0000 0000 0000
14	0000 0000 0000 0000 0000
15	0000 0000 0000 0000 0000
16	0000 0000 0000 0000 0000
17	0000 0000 0000 0000 0000
18	0000 0000 0000 0000 0000
19	0000 0000 0000 0000 0000
20	0000 0000 0000 0000 0000
21	0000 0000 0000 0000 0000
22	0000 0000 0000 0000 0000
23	0000 0000 0000 0000 0000
24	0000 0000 0000 0000 0000
25	0000 0000 0000 0000 0000
26	0000 0000 0000 0000 0000
27	0000 0000 0000 0000 0000
28	0000 0000 0000 0000 0000
29	0000 0000 0000 0000 0000
30	0000 0000 0000 0000 0000

Mutant League

Mutant League Football must be the bloodiest sports game ever. Forget John Madden's ambulance - you won't need it once you get onto that pitch and start tearing your opponents to pieces and stepping in their entrails! To help you in your amateur on-pitch surgery, we thought that a few gruesome pointers would prove handy. Prepare to get out there and start ripping those limbs and tearing heads off with the best of them!



The Razor, Komodo and Tardigrade are the best non-AI-Over teams.



Wipe-out like the entire replay to repeat the play and gain momentum!

OFFENSIVE MOVES

There are many offensive moves which will give you a huge edge over your opponent. Using these successfully will mean that you need to worry exactly how your opponent and the ball has been stopped. One of the most important, and often overlooked points, is to study the movement that the quarterback should make from the selected screen. Follow the line closely and you should be able to make a fully blown forward pass.

DEATHLINE

You can select Deathline from the side play. Once you hit it, however, you cannot say your quarterback to the left and head forward to run into a close enemy area where you can make some big gains.

KILL OPTION

Select Kill Option from the PlayCall play. The screen will normally be split in three for Deathline with your QB making a run to the left into open space. You should be able to make some players, as well as the screen, but approaches make a line for three to four yards.

BLACKFLAG

Select the Impact play and choose Blackflag. Once you have hit it, the ball in the QB will run back and over to the impact in the group to your right. It will be the crucial hit to the end. Follow the vintage.



Get ready for a clash of the titans!

Below: Study the movement of the quarterback for more successful plays.

DEFENSIVE MOVES

To win, but the defensive players, it is best to allow the other player to do their thing while you use the player under your control to head through any gaps in their defence in an attempt to take off their ball carrier. The best defensive moves to use are as follows:

BLITZING

This can be selected from the Deep Zone plays and is an all-out attack on the opponent.

BLIND BLITZ

Selected from the Deep Zone plays, this is made for blocking but with a power movement from the play.

BUMP 'N STUN

Choose this from Medium Zone and your team will carry out any tight man to man defensive marking.



e Football



Look for a gap in the offense and a strike through with your chosen player.



TANK SHOOTER

We've got your best interests at heart (read) the line.



THE TEAMS

Apart from the all-pro teams, the Texas A&M Aggies and the Warner All Stars, which get the best of the best from all the best players, there are a few teams who can not only put up a good fight but can also lead the reputation if used correctly.

The teams you should take your pick from are:

DEATHKING

RAZORS

A team without their star player, some excellent plays, but it's especially being able to win the ball for itself with their turbo-boost.

KILLER KNOCKS

Another all-pro group whose QB makes more games useful when the offensive gets too close to the goal line.

TURBO TECHS

The best all-around team who at times seem almost unbeatable. They also have the most interesting variety of

early tactics.



Ranger-X

With such fast and frenetic action, we considered Ranger-X to be an ideal candidate for the Players Guide treatment, so here, in all their shiny, robotic glory, are the first four levels.

LEVEL 1



You must try to take out the flying robotic leeches as soon as possible. Don't worry about ground targets as the support bots will take care of them.

To beat the boss, take to the air and shoot the air vent just below the mine release. The next job is to remove the leech's legs by shooting them where they join the body. Once the leech has collapsed shoot out the main control unit to finish him off.



When you come to the green power tower, crouch down behind the nearest sand dune and push forward to send the leech in to destroy it.

Remember to crouch down and recharge your energy of the blue power orb.



LEVEL 2

It's into some dark and dreary tunnels for this level (I'm already quaking).



The boss on this level is also quite easy. Get in close and shoot him in the eye when it opens then back off and avoid his projectiles. Then



Avoid the pools of liquid as they will do you serious damage. When you attempt to shut down the power supply behind the egg-walk, fly up to the roof and then shoot. This will then pull down a shield to protect you from the insects. Shooting in the shield will also recharge your special weapons.



The first thing you must do is learn how to disable the laser turret. It is not a difficult process, although later on it can be a bit on the lengthy side as you will need to do a little practice. To do this you must trace their flashing blue power lines back to the power supply. This looks like a red block with lightning flashing above it.



Once in the under tunnels destroy all of the flying ships then take to the floor. The boss in this level is a series of walking units which must be destroyed in turn. The best way to win is to stand on the support pillars and let fly continuously with your laser and split shot. Keep on the move so that you have some reasonable distance to avoid the enemy shots. Defeat this monster and you are on your way to the next stage!

LEVEL 3

The first part of this level is very easy, all you have to do is keep moving right and wipe out every large red power unit you can find, shooting all waves of them and you will be taken to face the boss. You can use your quantum ship to recharge your weapons.



Once in again to open fire when his eye reappears. When he sinks below the water wait for him to re-appear then shoot the crown special in the middle.

LEVEL 4

In this stage simply fly up the side of the building destroying the gun emplacement (keep moving and let the gun angles move) with everything you've got! Remember to take a break as every ledge to re-charge your jet pack. Complete the journey to the top of the building to take on the boss. And a big upy ante to it too.



Once you get there shoot the laser emplacements then drop down to where the red ball will be. Now march down and shoot it until the ball turns to face you. Fly over the top and repeat the process of shooting it from behind. You will have to do this a few times to wipe it out.

Bubsey

After last month's guide to help you through the many dangers that can befall a young helpless bobcat, we thought you'd probably need some more of our advice to guide you by your sweetie little hand through the rest of the game.

FUNFAIR LAND

If you're having trouble in finding those rotating silver pendulums, try looking more closely at the sidestep areas as you will find pendulums around fountains in almost every one. Watch out for the bouncing ice-cream cones though — they won't let you but they will freeze you to a solid state.

As you traverse your journey to the right you will notice a strange machine flanked by two big boxes with water inside. Climb onto one of these boxes and slide down into the machine to be catapulted up to a whole lot of pendulums.

Rollercoasters are a quick form of transport, but it is a lot safer to walk along the rails although there are old books about things here which have the nasty habit of leaping up to exactly where you don't want to be (usually straight like a wacky Al).



You can't stop to rest to level a leggy hot spring over the jump button as certain objects, although stationary, can be off-balance.

There are quite a few extra lives to be had in this level too. Most are left on ground level — to get them simply look for the large pizza hats and one of those attentive sales the white is you for the taking. Beware of the pizza looking wizzer who usually guards the corners of these pretentious buildings — destroy them by jumping onto their heads.



DESERT TRAIN RIDE

The wild west level introduces a few new kinds of tea to taste, but before you're a tea event show off! The most dangerous of them is the deadly spicy sand monster which cannot be killed, so must be avoided at all costs (unless you fancy a bobcat's death). The other main danger is the coffee volcano sand shaker. These are the only animals of what you touch ground in the desert, but also make some of the best savings. Furthermore this poses a problem to one old Bubsy as they bounce all over the place. As long as you can reach it, time will should be able to take them out with two pellets.

During your train journey you will notice some rather odd looking animals in the big yellow bellows (going to that station). These guys can be very helpful when you step onto Bubs' head. It when this means all the good things which allow you to leap great distances as a single bound. Being able to cover the amount of distance is not only useful for grabbing it, give you extra pellets, but also for flying across those rocky canyons full of traps.



TREE WORLD

Much like the previous level there is no ground in the level of which you step. Obviously the large sturdy branches are your main foothold, but not quite as obvious is the fact that you can use the tiny leaves and twigs the one items to launch your life.

When you enter a tunnel in Tree World you re-appear at exactly the same point, yet at least you get the chance to grab a load of pellets as you go.

Another feature of these woods is the huge spider. The spider themselves are dangerous, we would think for all you are north of their web. As you walk, avoid, march, march like legs intermingles between the bushes. The one instance of the why need you should avoid is the leafy — be can do you some serious damage. As with the earlier level see your task ability regularly to make sure you have commitment to land before you jump.

On your lap, you can collect as much damage left of groups. To clear the area, start on the pole to the left and glide across the upper, avoiding the banana pile. You should rise to be in the second carriage, in which you need to jump onto the dynamite box to fly to the right safely across the valley.

Try not to fall to stop the numerical timer. Drop down onto the last piece of the beam and then jump up to hit the lever which will stop the train.

After you have stopped a line of these long locomotives you will be thrown into the desert level. This is where you will meet most of the sand sharks and sandbeavers. Make sure you keep well clear of the coast for as it is very painful passing them out of control. When you reach the second box of dynamite, jump on it to blast upward where you will find loads of bonus filled platforms, but you will come to a group of small canyons with boulders spinning around them — simply wait for the boulders to fly past then jump up onto the platforms as they do so. Wait for the rocks to pass again before continuing on your travels.

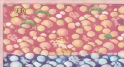
If really when you come to the second beaver hole, jump in to find one of bonus goodies.

BEAVER LAND

After a quick cut scene and a little flat car ride, it is on to the fun and exciting world of Beaver Land.

Although there are plenty of tempting items hidden beneath the water, the bear is made that bottom can't swim too well. Make sure that you stick to dry land, for at the very least, there is a hole in the wall which will let it slowly creep back and forth across the desert.

Your main form of transport for this level will be the many popular Golden Profiteers. To see one of



these, jump into it and let it carry you whenever it wishes to take you.

You may notice the strange breeds of trees which grow here, the odder and more useful of which are the giant trees the taller and is effectively a spring which will take you to these areas.

Remember that level has numerical land to spend at the end where that we can give it to make sure you look before you leap!



WOOLLY COMMAND SHIP

If you've made it this far you deserve a good pat on the back along with a nice bowl of Whiskies! This level puts you in the Woolly Command Ship where

you will encounter a variety of space whales, all can be killed in exactly the same way as normal whales, with a simple jump on the head. These are really nothing real jobs. In this level absolutely packed with bonuses, but no matter how exciting they look, avoid them at all costs as they are more than deadly in Baby that water.

The transporter which you must use to go around the ship are as simple to use as always, simply step into them and press up. The rule about the ship is very easy, get as far as you have to do in and the airport at the end of each part of the ship and transport yourself to the next part.

After describing your way around the whole level you will have reached about the best point so after just a little further your supply of variables will be quite low.



Action Replay Special

As a special addition to our usual Action Replay section, we thought we would reveal a little known ability of Data's box of tricks. This is the ability to act as a converter to play import games on your European Mega Drive. Impressed? You will be. All you

have to do is place your American or Japanese game on your Action Replay and enter any of the following codes.

Don't worry about future game codes — as soon as we receive new codes we will inform you of them.

ACTION REPLAY

In this month's AR section we'll help you to ease out Xenonmorpho, save Gotham City, put a stop to the art break chopper and even help a cartoon rabbit find his hidden treasure. All this with just a few magical codes, quite amazing really when you think about it.

ALIEN 3

- FF0A2000 Unlimited machine gun rounds
- FF0A70000 Unlimited basic ammo
- FF0A8000 Unlimited mortar
- FF0A2000X Replace the 3 with the amount of lives
- FF008000 Infinite lives
- FF007000 Freeze the timer
- FF0E10000 X is the number of people needed to finish level
- FF0E10000 Level failed (you must die to enter selected level)

AQUATIC GAMES

- 00000000 Give you 7 attempts at Neo-Side and Jump
- 00A390C0 Bye-bye to (SOLARIS CASTLE)
- 00000000 Feed big river fish out (FISHING TIME)
- 0E110000 Cook tuna steaks (100 METRE SWIM)
- 009F0000 Cook tuna steaks (WILDRACY CASTLE)
- 00E70000 Cook tuna steaks (SHELL, BROTHERHOOD)
- 0E700000 Cook tuna steaks (TOUR DE GRASS)
- 0E700000 Cook tuna steaks (LEAP FROG)

BUSBY THE BOBCAT

- FF020000 Infinite lives
- FF040000 Level select, replace 00 with 0-3
- FF000000 Unlimited time
- FF000000 Invincibility



BATMAN RETURNS

- FF000000 Unlimited lives
- FF000000 Unlimited batwing
- FF000000 Unlimited guided batwing
- FF000000 Unlimited smoke bombs
- FF000000 Unlimited systems of bats
- FF000000 Unlimited grappling hooks
- FF000000 Unlimited lives

LHX ATTACK CHOPPER

- FFF00000 Infinite chain guns
- FFF00000 Infinite scorpions
- FFF00000 Infinite railfins
- FFF00000 Infinite fuel
- FFF00000 Mission select, replace 00 with 0-31

TINY TOON ADVENTURES

- FF000000 Infinite energy
- FF000000 Infinite lives
- FF000000 Give a special helper for every coin collected (YOU MUST DOUBLE THE ACTION REPLAY AT THE END OF EACH LEVEL)
- FF0E1000 Collect one special helper to receive infinite helpers

ANDRE AGASSI TENNIS

- Generic version
- 00000000 Play on Pal Mega Drive

BACK TO THE FUTURE II

- Generic version
- 00000000 Play on Pal Mega Drive

COOL SPOT

- Generic version
- 00000000 Play on Pal Mega Drive

FLASHBACK

- Generic version
- 00000000 You must enter these codes to play on your own Mega Drive

GOONS

- Generic version
- 00000000 Play on Pal Mega Drive

SPEEDBALL 2

- Generic version
- 00000000 Play on Pal Mega Drive

THE X-MEN

- Generic version
- 0E110000 Play on Pal Mega Drive
- 0E110000 Play on Jap Mega Drive
- 00000000 STOP CHAIRING WHEN RESTARTING THE GAME FROM ACTION REPLAY must be used with above codes

TINY TOON ADVENTURES (BUSTERS HIDDEN TREASURE)

- Generic version
- 00000000 You must enter this as well as the following code 01000000 to play on Pal Mega Drive

YOU MUST ENABLE THE ACTION REPLAY SWITCH FOR ALL OF THESE CODES TO WORK. YOU'LL PROBABLY WANT TO ENTER THE GAME.

Rocket Knight adventures



Rocket Knight is a large game, yet no game is bigger or bolder than Sega Mega Force. As a follow up to last month's players' guide we now provide you with a complete set of maps for the last level.

MAP 1

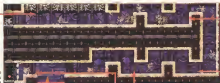
After your previous adventures enter this into the page level barrows. You must first battle your way from the armored pig gatekeeper. He is indestructible but there are other ways of getting past him.



Stand in this teleport and it will protect you from the pig as he cannot enter them.

To get past the armored pig you must go to the center of the screen and hit him with your sword to stop him advancing. While you are doing this charge up your rocket pack then use it to fly over his red gate access to the teleport.

Charge up your rocket pack and fly past the next swinging fence.



Make sure you avoid all the obstacles to stay ahead of the pig.

By the time you reach this point you should be a good distance in front of your pursuers.

MAP 2

This is the first of the speed levels. You must now defeat the gang of armored pigs and reach the teleport before your pursuers apprehend you.

If you destroy the bridge the pigs cannot follow you and fall into the bag pit.

Hit the switch here to open the gate and destroy the bridge.

As with all the blocks jump from this point to land on top of the blocks.

MAP 3

After that rather hair-raising chase, it's only another of those tricky obstacle-speed levels. This time it's a race to the bottom to beat those pesky tanks. You must make sure that you avoid the many ledges as you drop down, as they are laid out in such a way to save you right down and stop you reaching the bottom in time.



Drop down the right-hand side of this passage to miss the ledge completely.

If you move your pot as you fall it's possible to avoid all of these platforms without touching any of them and slowing down.

If the pigs reach this point before you they will fly up and destroy you.

MAP 4

Whatever could be next? Well after all that running around we think it's about time you destroyed that building, but make sure you don't get crushed as the building collapses. It will take perfect jumping and split-second timing if you wish to avoid Rocket Knight punches.



Jump over this block as soon as it appears otherwise you will not make it under the next block in time.

The untoured pipe starts from this point and attempts to take you to the bottom.

Don't jump too early here or you will hit the roof, fall back down and be crushed.

Make your jump of these halfway points to avoid being crushed.

You must reach this point before the pigs reach the bottom.

The pipe drops so that you only just manage to get into it, a few pots will probably be needed.

Jump at this point and you will just make it into the ledge before being crushed.

This long stretch gives you a chance to take a well-earned rest for a few seconds and get ready to start jumping like mad again.

Make certain you land on each of these platforms exactly as one miss will mean certain death.

This area has plenty of room for you to manoeuvre to get into the fuel before it gets a really tricky.

Fill this pipe with your sword to start the collapse of the building.

CONTROLLING YOUR ROVER PLATFORM

You will encounter the rover platform in two of the stages. The platform is a little tricky to handle, but with practice you should be hovering with the best of them.

To make the platform rise or descend you must hit the right hand side with your sword. Hitting the left hand side makes the platform descend.

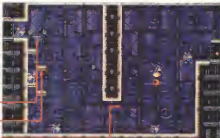
If you wish to end either your upward or downward progress then simply tap the opposite side to the direction of travel. This has the effect of carrying you in a straight line.

For those speed freaks out there you find the more you hit on one side the faster you will travel. This proves vital in negotiating some of the obstacles.

Always use your platform down straight from the start to avoid the control problem.

If you hit off the platform use these steps to re-mount it at the top.

Align your upward journey at this point to make it the longest in the distance.



All heroes have to have a type of transport... whether it's a cool car, a smart motorcycle or even a rover platform! This is your first chance to use to be as in your most excellent vehicle.

After your introduction to the delights of the Rover platform in the previous level it's time to get serious.

The final level puts you against a deadly host of robotic units whose touch is deadly. The most important thing to remember when you tackle this level is that taking a steady but precise course is essential when attempting to rush through the level.



From the start you must go down, as taking the lower route is a lot easier than attempting the more treacherous, higher route. The first few obstacles are quite easy to pass until you reach the high barrier which is followed by a low one which in turn is followed by another high one. To get past these you must make your platform descend fast as soon as you reach the bottom of the screen begin to raise your platform up by hitting the opposite side twice to float up above the second high point.

make the upward passage you will find it best to make your platform rise slowly and descend quickly. This way you have less chance of running into any of the spikes. After a little more simple negotiation it is a good second to successfully step into the transporter and finish the level.



After this you will come out in a very close passageway through the spikes. To

Final stage

To get away from the huge robot on the final level you must use your rocket pack more than you have in any other stage!

From the start you must charge up your rocket and fly to the left as soon as the door opens. The best tactic you should master on this level is being able to charge up your rocket pack as soon as you have fired it off. By doing this your rocket pack is almost always ready for use. Another important point which will help your progress is when you use your rocket to go up the vertical passages, fly to them at a diagonal so you bounce off the walls. Doing this will give you a running start when you reach the top of

the shaft.

You must beat the large robot to the end as it is the only way to succeed fully beat him. Also try not to walk across any of it as much slower than using your rocket to cover the same distance.



Tiny Toon Adventures

LEVEL 1

This is the cockpit of all the three levels and is guaranteed to leave you leaning your face out with monumental frustration. One mis-timed jump could send you plummeting back down to the start of the level! Don't worry too much though, as once you make it to the top of the first room it becomes a little easier!

Use this spring to launch up to the steel ledge but watch the spikes on the wall above!

Bounce your way up to this platform to grab an extra health beam.

Wait for the electricity to pass before you jump up into the starting platform.

Timing is the key to avoiding these spikes, wait until the spikes ahead of you retreat before you make your leap.

Jump on the robot head from your side and up to the top to be rewarded with with an extra life.

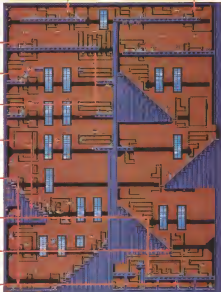
Use the spikes which extend out sideways to jump up!

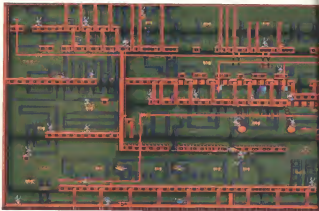
Don't fall down this slope or you will run the risk being into the electricity.

This is it, that annoying little dash a falling place!

Push this spring all the way to the wall to fly across the gap.

Grab all this ledge but keep still to avoid the spikes.





THE LAST LEVEL

Well, this is it—the final level and a real stinker if it is too. This level revolves around a huge maze which is packed with coins—so take the wrong one and it's back to the start of the level for you.

When you begin the level you must travel all the way to the right and bounce up into the last passageway to activate an exit. It's easier to do this if you followed bounce up all the way to the left and jump up the final chute. You should now be in a shaft similar to the earlier one.

Now it's your chance to do a serious bit of crawling. Go right through the next two shafts and jump up the next shaft. Here you should be confronted with two doors. You need to go through the left one in order to enter the correct part of the level.

Ride on the moving platforms but jump



Master, a happy sort of Bunsy, looks a little better here.



These nasty electricity bells when they flash. Above you will see some conveyor belts walk along these and the huge cog at the way to the left. As the belt will jump up and repeat the process across the room to the right.

After all that cog work it's onto the moving platform and a ride on the moving belts to the door in

LEVEL 2

The second stage is not as bad as the first. If you take the right route through the level it is possible to miss the higher path through the stage, but it is a lot more straightforward and is well laid out, more rewarding. This makes it a tip which is best to avoid.

This room, although very appealing in some respects for getting there it's worth to avoid it.

Falling is the key to passing through those falling blocks. Watch for them to drop then run under them as they rise.

Jump through the wall to enter a handy bonus room.

The quickest route here is to go right past the robots and electricity balls.

Ride these bats to the left to safely avoid the spikes below.

Repeat your wall jumping trick to pass into the rest of the stage.

The only part of the hammer that will actually hurt you is the black end piece.

Place this last set of falling blocks to grab your stolen pot.



The next room you will see another set — jump on it and ride it to the roof to activate the left field switch. This will allow you to go right. Go right past the falling blocks you will then be able to drop down the shaft to find an axe for on the left and a switch to the right. Activating this switch will allow you to pass safely across the large pit to get to the end of the level in the top right of the room. Complete this stage and to only Mortuus and Eragon who stand between you and the treasure. ■



M 21/7
HASTA LA VISTA, BABY



CHUCK ROCK SON OF CHUCK

Chuck Rock is a baby-like character who has been kidnapped by a tiger and a monkey. He must escape the jungle and find his way home. Chuck Rock is a platformer game that is easy to play and fun to watch. It features a variety of enemies and obstacles that will challenge you. Chuck Rock is a great game for anyone who enjoys platformers.



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